VISIT…

Dungeons & Dragons® Supplement

Complete Psionic™

Mastering the Powers of the Mind

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Some information in this book, is taken from or derived from *Races of Eberron* by Jesse Decker, Matthew Sernett, Gwendolyn F.M. Kestrel, and Keith Baker, *Races of Destiny* by David Noonan, Eric Cagle, and Aaron Rosenberg; *Races of the Wild* by Skip Williams; *Frostburn* by Wolfgang Baur, James Jacobs, and George Strayton; *Races of Stone* by David Noonan, Jesse Decker, and Michelle Lyons; *Sandstorm* by Bruce R. Cordell, Jennifer Clarke Wilkes, and JD Wiker; "Mind Lords of Talaron" *Dragon* #281 by Stephen Kenson; Expanded Psionics Previews in *Dragon* Issues #314, #316, #317, #318, #319 by Bruce R. Cordell; *Mind's Eye* (various articles) by Mark A. Jindra and Scott Brocius

Based on the original Dungeons & Dragons* rules created by E. Gary Gygax and Dave Arneson, and the new Dungeons & Dragons game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

This product uses updated material from the v.3.5 revision.

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WotC code: 620-95367720-001-EN

ISBN10: 0-7869-3911-7 First Printing: April 2006 ISBN-13: 987-0-7869-3911-4

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Introduction

The mindstorm moved in from the infinite reaches of the Astral, threatening the integrity of the Interface.

Cursing his bad luck, Ialdabode finally closed the portal.

"I won't abandon you, Mitra," the psion promised, wincing and rubbing his forehead. He'd allowed the portal to stay open a little too long—the disruption had almost manifest from the realm of the mind into the realm of the material. Ialdabode's head ached as if he'd been kicked by a steer.

And what of Mitra? She was his closest friend, and the only other psionic individual who knew of the recent perturbations in the Crystal Mind's global cognizance. She was set adrift in the Astral Plane because Ialdabode hadn't foreseen the arrival of the storm front....

"It is suspicious, after all..." he murmured, then swore again. Merely entertaining the idea of a conspiracy was enough for his heightened intuition to deduce the truth—the mindstorm's arrival at just the wrong moment was no accident. It had been sent against him and Mitra deliberately to foil their investigation.

The psion shivered when he considered the power required to generate a mindstorm of such ferocity on demand. Who had that skill?

With a sinking feeling, the answer dropped into his consciousness like the first cold drop of winter rain.

The Flayer Sovereignty was operative once more.

Many D&D games eventually include psionics. Although you may not realize it, pitting your characters against an illithid introduces psionics to your game, with its terrible *mind blast*. Other games go farther down the psionics path, and in those games *Expanded Psionics Handbook* has a place at the table equal to that of the *Player's Handbook*.

Whether your game is more akin to the former or the latter, this book, *Complete Psionic*, will expand your understanding of psionics rules.

WHAT YOU NEED TO PLAY

Complete Psionic makes use of the information in the three D&D core rulebooks—*Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), and *Monster Manual* (MM)—as well as *Expanded Psionics Handbook* (EPH). It doesn't directly reference any other books (aside from a single mention of *Fiend Folio*), but it draws on the accumulated heritage of D&D supplements published since 2000. Although possession of any or all of these supplements will enhance your enjoyment of this book, they are not strictly necessary.

NEW PSIONIC CLASSES

Up to now, there were four standard psionic classes: The psion, the psychic warrior, the soulknife, and the wilder.

In addition to the classes described in *Expanded Psionics Handbook*, this book introduces the following new standard psionic classes: the ardent, the divine mind, and the Lurk. In addition, a variant psion, called the erudite, is presented as an option.

The ardent calls on the power of cosmic forces, drawing on "mantles," or groups of powers that are derived from those universal principles. Physically a bit stronger than a traditional psion, an ardent is limited by the number of mantles he can adopt.

The divine mind is a devout warrior whose psionic abilities allow him to channel his god's beneficence into psionic powers, as well as auras that help his comrades.

The lurk is a mentally empowered killer who focuses on dispatching his enemies from the shadows.

The erudite is a psionic sage whose knowledge of powers is potentially unlimited, although his ability to call on that knowledge is limited to a particular subset each day.

SWIFT AND IMMEDIATE ACTIONS

The *Miniatures Handbook* introduced the concept of a new action type: the swift action. Likewise, *Expanded Psionics Handbook* introduced another new action type: the immediate action. Some of the class features, powers, and feats described in *Complete Psionic* use these concepts. A description of how they work follows.

Swift Actions: A swift action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. You can perform one swift action per turn without affecting your ability to perform other actions. In that regard, a swift action is like a free action. However, you can perform only a single swift action per turn, regardless of what other actions you take.

You can take a swift action any time you would normally be allowed to take a free action. Since swift actions usually involve magic or psionics, or the activation of magic or psionic items, many characters (especially those who don't use magic or psionics) will never have an opportunity to take a swift action.

Casting a quickened spell or manifesting a quickened power is a swift action. In addition, casting any spell or manifesting any power with a casting time or manifesting time of 1 swift action is a swift action. Casting a spell or manifesting a power with a casting or manifesting time of 1 swift action does not provoke attacks of opportunity.

Immediate Actions: Much like a swift action, an immediate action consumes a very small amount of time, but represents a larger expenditure of effort and energy than a free action. Unlike a swift action, an immediate action can be performed at any time—even if it's not your turn.

Using an immediate action on your turn is the same as using a swift action, and counts as your swift action for that turn. You cannot use another immediate action or a swift action until after your next turn if you have used an immediate action when it is not currently your turn (effectively, using an immediate action before your turn is equivalent to using your swift action for the coming turn). You also cannot use an immediate action if you are currently flat-footed.

Under these rules, casting *a feather fall* spell is an immediate action (not a free action, as stated in the spell description in the *Player's Handbook*).

Magic Items and Potions: Activating a spell completion item, activating a spell trigger item, or drinking a potion is a standard action, even if the spell from which the scroll, potion, or item is made can be cast as a swift action.

All intelligent beings possess self-awareness, the core of sentience. What many do not realize, however, is that this nascent consciousness is a form of psychic energy. Different people value varying aspects of this energy, whether Charisma, Intelligence, or Wisdom, for their applications in certain professions in the world, but it is the sum of these and other unnamed facets of consciousness that contributes to psionic potential. Those who decide to build on this holistic potential are called psionic characters.

Psionic characters learn to tap into the energy of their consciousness. Psionic character classes embrace the energy of the mind's output directly, using force of will to alter reality in small and large ways. The thoughts and dreams of normal creatures churn impotently, but a psionic character's mental desires manifest themselves for all to see, marvel at, and perhaps fear.

Unlike the standard character classes found in the *Player's Handbook*, all classes presented here are based on psionic power usage to some degree. While the psion, psychic warrior, soulknife, and wilder offer a tremendous amount of versatility and configurability, they're not the only psionic classes the game could feature. This chapter presents three new character classes for psionic characters: the ardent, the divine mind, and the lurk. Unlike prestige classes, new character classes are designed for use from a character's first class level.

Ardent: A psionic manifester who upholds his chosen philosophies.

Divine Mind: A psionic holy warrior who adopts the mantles of a chosen deify and becomes a champion of his faith.

Lurk: A mentally empowered killer who focuses on dispatching his enemies from the shadows.

STARTING GEAR

Each class description concludes with a starting package you can use when creating a 1st-level character of that class. Alternatively, you can roll randomly using the following table to determine the character's gold, then buy equipment item by item.

TABLE 1–1: RANDOM STARTING GOLD

Class	Amount (average)
Ardent	5d4×10 (125 gp)
Divine mind	6d4×10 (150 gp)
Lurk	5d4×10 (125 gp)

ARDENT

No two places in the multiverse are exactly alike. Creatures teem across a multitude of terrains, forming infinitely diverse ecologies. Despite the amazing variety displayed, however, some elements—or, as some call them, philosophies—persist. These fundamental concepts about the way things function have a basic truth to them that transcends any physical, emotional, or ideological boundary.

Some enlightened individuals have found that by acknowledging these concepts, they can tap a reserve of great power. These ideas, they believe, are the only constants throughout the multiverse; as such, they hold the potential to empower anyone who tries to understand them. Through the strength of their minds, these individuals can master these constants, and the great power they offer. They are known as ardents.

The philosophies ardents pursue include aspects such as life, death, annihilation, and fate, among others. Each ardent chooses a philosophy that seems the most powerful to her, personally, based on her experience and mental and emotional leanings. As a result, an ardent develops a unique understanding of her philosophy and approach to the pursuit of power.

An ardent gravitates toward a set of philosophical concepts suitable to her heritage, upbringing, and life experiences. Many mistake an ardent for a cleric or paladin, because she is often as enthusiastic about her personal philosophies as any divine missionary could be. Unlike a divine spellcaster who gains her power through a deity, an ardent directly taps the concepts the deity represents, bypassing any connection to a conscious higher power.

An ardent's pursuit of these cosmic philosophies gives her access to psionic power in a unique way: through psionic mantles. Each mantle is tied to one of the universal true concepts that an ardent so admires, and is represented by a specific list of psionic powers and abilities. An ardent gains access to new mantles as she gains levels, representing her growing awareness of the interconnected nature of core truths and a growing understanding of how the multiverse works.

All ardents focus on two mantles, known as their primary mantles. These concepts are those that an ardent finds most appealing or that possess the most potential power in her eyes. All other mantles are considered secondary mantles—philosophies certainly powerful and worthy of study, but not considered as central to the universe as the character's primary philosophies. Mantles are described more fully on page 66 in Chapter 4.

MAKING AN ARDENT

The ardent's role in most groups is as a primary manifester, but she can contribute in other ways depending on the mantles she has selected. She might be able to provide healing to the party, for example, or augment her melee capabilities and wade into the front line of combat.

Abilities: Wisdom helps an ardent manifest the powers to which she will eventually have access, but she also values Intelligence, since it helps her learn more about the philosophical concepts with which she is enamored. Constitution is also important, giving her the stamina to travel and survive wherever her studies take her.

Races: Characters who feel inspired to become an ardent need to select their core philosophies and the mantles associated with them. Among the humanoid races, humans seem most apt to follow such a course. Ardents are rare among savage or monstrous humanoids, since being an ardent requires a philosophical mind and a certain amount of education in esoteric concepts and ideas.

Alignment: An ardent can be of any alignment. Some ardents worship deities and choose mantles in line with their deities' portfolio and domains; these characters also share some component of their patrons' alignments. In most other cases, ardents tend toward alignments that match their philosophical outlooks (few ardents who pursue the death mantle are good, for example).

CLASS FEATURES

Ardents master universal philosophies, drawing their power and strength from their knowledge of these concepts.

TABLE 1–2: THE ARDENT **HIT DIE: D6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known
1st	+0	+0	+0	+2	Assume psionic mantles (2)	2	2
2nd	+1	+0	+0	+3	Assume psionic mantle	6	3
3rd	+2	+1	+1	+3	—	11	4
4th	+3	+1	+1	+4	—	17	5
5th	+3	+1	+1	+4	Assume psionic mantle	25	6
6th	+4	+2	+2	+5	—	35	7
7th	+5	+2	+2	+5	—	46	8
8th	+6/+1	+2	+2	+6	—	58	9
9th	+6/+1	+3	+3	+6	—	72	10
10th	+7/+2	+3	+3	+7	Assume psionic mantle	88	11
11th	+8/+3	+3	+3	+7	—	106	12
12th	+9/+4	+4	+4	+8	—	126	13
13th	+9/+4	+4	+4	+8	—	147	14
14th	+10/+5	+4	+4	+9	—	170	15
15th	+11/+6/+1	+5	+5	+9	Assume psionic mantle	195	16
16th	+12/+7/+2	+5	+5	+10	—	221	17
17th	+12/+7/+2	+5	+5	+10	—	250	18
18th	+13/+8/+3	+6	+6	+11	—	280	19
19th	+14/+9/+4	+6	+6	+11	—	311	20
20th	+15/+10/+5	+6	+6	+12	—	343	21

Class Skills (2 + Int modifier per level, ×4 at 1st level): Autohypnosis, Concentration, Craft, Diplomacy, Heal, Knowledge, Profession, Psicraft*. See the *Player's Handbook* for standard skill descriptions.
*See skills in Chapter 3: Skills in *Expanded Psionics Handbook*.

They also gain unique powers from each mantle they learn to wield.

Weapon and Armor Proficiency: Ardents are proficient with all simple weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Power Points/Day: An ardents ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on Table 1–2: The Ardent. In addition, she receives bonus power points per day if she has a high Wisdom score (see Table 2–1: Ability Modifiers and Bonus Power Points, EPH 18). Her race might also provide bonus power points per day, as might certain feats and items.

Powers Known: An ardent begins play knowing two of the first powers available to her based on her choice of mantles. Each mantle features at least one power or ability with a cost of 1 power point. An ardent selects two of these powers from her two known mantles at 1st level.

At each additional level, an ardent learns one new power from her available mantles. She must be able to manifest the new power at the level at which she learns it, however. For example, an ardent who attains 5th level can learn any power from one of her mantles that costs 5 power points or less to manifest; she cannot learn a power from a mantle that costs more than 5 power points to manifest until she attains a level capable of manifesting a power with that cost.

To learn or manifest a power, an ardent must have a Wisdom score of at least 10 + the power's level. For example, an ardent with a Wisdom score of 13 can manifest powers of 3rd level or lower.

The total number of powers an ardent can manifest in a day is limited only by her daily power points. In other words, an 9th-level ardent (with a total of 72 power points, not including bonus power points for a high Wisdom score) could manifest a power costing 1 power point seventy-two times in one day, a power costing 9 power points eight times in one day, or any combination of power point costs that does not exceed 72 power points in total.

An ardent simply knows her powers; they are ingrained in her mind. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The ardent chooses the truth he follows

The Difficulty Class for saving throws against ardent powers is 10 + the power's level + the ardent's Wis modifier. For example, the saving throw against a 6th-level power has a DC of 16 + Wis modifier.

Mantles: The first two mantles an ardent selects are her primary mantles. All others gained are secondary mantles. Primary mantles represent the two philosophies the ardent feels most strongly about and champions above all others. An ardent must maintain at least as many powers in her primary mantles as she takes in her secondary mantles, reflecting that personal allegiance. An ardent cannot choose a power from a secondary mantle if doing so would give her more powers known from that secondary mantle than she knows from either of her primary mantles.

For example, an ardent has the Fate and Good mantles as primary mantles and the Law and Light and Darkness mantles as secondary mantles. When she gains a new level, she could only choose a power from one of her secondary mantles if she had fewer powers in those mantles than in either of her primary ones. The exception to this rule is that if the only choice an ardent can make at a given level would give her more powers in a secondary mantle than in a primary mantle. Under those conditions, that choice is allowed.

An ardent can choose to swap the priority of two mantles—making one primary and one secondary—at 8th level, and again at 15th level. As an ardent gains experience, her worldview changes. Many find themselves more devoted to different concepts later in their careers. If an ardent knows fewer powers from a newly designated primary mantle, she must take powers known exclusively from that mantle at each of the next few levels until she has learned more powers from that mantle than the rest of the mantles she has.

Assume Psionic Mantle: An ardent chooses a pair of psionic mantles at 1st level and assumes one additional mantle at 2nd, 5th, 10th, and 15th level. Each mantle provides a list of powers (usually six or more) that an ardent can learn as she increases in level. Each mantle also provides an ardent with a special granted power. See Chapter 4 for a complete list of psionic mantles.

Mantles represent a psionic distillation of a universal concept or philosophical idea that the ardents believe transcends the multiverse. These concepts exist beyond deities or any creation of a creature, whether mortal or immortal.

An ardent can select any mantle she wants over the course of her advancement, even choosing two that seem diametrically opposed to one another, such as Good and Evil. Such ardents might seem to embody a series of contradictions, constantly seeking ways to balance (or not) the conflicting philosophies they endorse. Other ardents who pursue this approach are merely scholars seeking to understand these powerful universal truths.

An ardent with both the Good and Evil (or Law and Chaos) mantles might share one or none of those alignment factors. For example, some good ardents seek to better understand the evil they combat by taking up the mantle of Evil, and the reverse is also true. Manifesting a power from an aligned mantle is considered an act of that alignment, however, so most ardents who take two opposed mantles are neutral.

Most of the powers provided by a mantle are psionic in nature. Some mantles feature new abilities unlike any psionic power in existence. These abilities are still treated as psionic powers in every respect, and always have a power point cost to manifest.

PLAYING AN ARDENT

Ardents are passionate adventurers and often see their involvement in a particular enterprise as a way to spread the knowledge of their personal philosophies, and to enlighten those who rely on less universally true sources for inspiration and guidance.

Ardents seeks signs of their philosophies everywhere. As such, they make excellent adventurers. They seek support for their beliefs everywhere, and naturally gravitate toward groups willing to brave danger to bring the light of (their) truth to the world. Communities with a strong religious presence sometimes take exception to ardents, believing that members of the class encourage people to divorce themselves from the churches. This behavior further encourages ardents to travel.

Religion: Ardents, as a rule, avoid religion. Most see deities as embodiments of the universal truths they pursue. As ardents seek to understand these truths, they might come to think of deities that share their interest as powerful kindred spirits, but not necessarily as superior beings. Only the universal philosophical concepts are truly worthy of devotion to an ardent.

That said, some ardents who share an especially similar devotion to that of a deity might show respect or even casual worship. For example, an ardent with the Law, Magic, and Knowledge mantles might tithe to the church of Boccob or occasionally offer a prayer, although it would be couched more as a respectful expression of appreciation for the deity's mastery of these truths.

Other Classes: As natural travelers and adventurers, ardents seek out like-minded individuals. Ardents sometimes see their adventuring companions as the first converts to their view of enlightenment, but they just as often leave their closest friends to a pursuit of their own personal truth. To an ardent, such a quest is the most notable and worthy deed anyone can pursue. That isn't to say that an ardent won't seek to sway others to her point of view, but most respect another's right to seek his own truth. Only the most corrupt and dark ardents seek to force others down the path they have chosen for themselves.

Ardents have a special fondness for the company of other knowledgeable individuals, such as wizards or psions. They are mostly ambivalent about other classes, although they might feel pity, disdain, or possibly unease around clerics, paladins, and druids. They tend to see divinely focused folk as lacking in vision, or at the very least as competitors for the ear of the masses.

Combat: An ardent's role in combat is defined by her choice of mantles. An ardent with the Conflict and Guardian mantles could easily use her powers and granted mantle abilities to wade into battle, mace swinging, while an ardent with the Energy or Mind mantle might be more comfortable manifesting devastating powers from the back ranks of her adventuring group.

Most ardents find that focusing on a single approach makes them more effective in combat. Because ardents select mantles based on their philosophical approach to the multiverse, however, ardents of all walks can be found.

No matter their approach to combat, ardents always face the same question other power wielders face: how many power points to spend in a given encounter. Unlike other psionics users, however, ardents can often tap their granted mantle abilities to supplement their power use, allowing them to conserve their energy when warranted.

Advancement: An ardent can select her mantles as she advances. Her career path, in some respects, is open until she selects her final mantle at 15th level.

An ardent's experiences tend to dictate her choices—a character devoted to diplomacy or subterfuge is less likely to take the Force mantle, for example, but anything is possible.

Feat choice varies wildly from ardent to ardent. Weapon-oriented ardents might choose Power Attack or Psionic Weapon, while ardents focused on dealing damage from afar might choose a number of metapsionic feats. Feats that modify a character's ability to use or expend her psionic focus, such as Psionic Meditation, are useful to any ardent with granted mantle abilities that deal with psionic focus.

Human Ardent Starting Package

Armor: Scale mail and large wooden shield (+6 AC, armor check penalty –6, speed 20 ft., 40 lb.).

Weapons: Heavy mace (1d8, crit ×2, 8 lb., one-handed, bludgeoning).

Light crossbow (1d8, crit 19–20/×2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 3 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Autohypnosis	4	Wis	—
Concentration	4	Con	—
Heal	4	Wis	—
Knowledge (psionics)	4	Int	—
Psicraft	4	Int	—
Search (cc)	2	Int	—
Listen (cc)	2	Wis	—
Spot (cc)	2	Wis	—

Feat: Combat Manifestation, Great Fortitude.

Mantles Known: Energy, Fate.

Powers Known: *energy ray, offensive precognition.*

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Quiver with 20 bolts.

Gold: 1d4 gp.

DIVINE MIND

A divine mind is a psionic character who channels the power of the divine through psionic talent instead of faith. "While a cleric or paladin must make do with whatever powers and abilities a deity decides to provide, a divine mind chooses among the domains of his deity for the ability he most requires to accomplish his goals, whether they are divinely inspired or not. Divine minds can also call upon a list of psionic powers as they grow in faith and mental strength.

One of a divine mind's most noted abilities is his capacity to mentally distill a particular essence of his chosen deity and wear that essence as a mantle (see page 11). Wearing this divinely fashioned mantle in a framework of mental desire is but one part of the divine mind's strength—he can also directly channel the beneficence of his deity into a mantle power.

MAKING A DIVINE MIND

A divine mind's role in most groups is that of a melee combatant. He can also contribute in other ways, however, even potentially providing some healing ability to the party (depending on the domains of his chosen deity).

Abilities: While Wisdom helps a divine mind manifest the powers he'll eventually be able to access (requiring a score of 16 or higher to use the highest-level powers, and at least 11 to be able to manifest any at all), he cares more about Strength because of its importance in combat.

Races: Characters inspired to play a divine mind need merely to choose a deity. Among the humanoid races, humans seem most apt to follow such a course. Divine minds are rare among the savage and monstrous humanoids, since physical study of psionic lore is a requirement.

Alignment: A divine mind's alignment must not be opposed to any of his chosen deity's alignment factors. For instance, a neutral good divine mind can choose a lawful good deity, but a chaotic good divine mind could not.

CLASS FEATURES

All the following are class features of the divine mind class.

Weapon and Armor Proficiency: Divine minds are proficient with all simple and martial weapons, with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Wild Talent: A divine mind gains Wild Talent as a bonus feat. This class feature provides the character with the psionic power he needs to call down a mantle's special power, even if he otherwise has no power points.

Power Points/Day: A divine mind's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 1–3: The Divine Mind. In addition, he receives bonus power points per day if he has a high Wisdom score (see Table 2–1: Ability Modifiers and Bonus Power Points, EPH 18), plus the power points provided by his Wild Talent feat. His race might also provide bonus power points per day, as might certain feats and items. A 1st- through 4th-level divine mind gains no power points for his class levels; his bonus power points (if he is entitled to any) become available when he begins to accrue the power points provided by his class at 5th level.

Powers Known: A divine mind begins play without knowing any powers. Beginning at 5th level, he learns one divine mind power of the player's choice. As he goes up in level, he continues to unlock knowledge of new powers as shown on the divine mind class table. Choose the power known from the list of powers belonging to the character's chosen mantle. At each additional level, a divine mind gains one additional power (if available) from his chosen mantles.

TABLE 1–3: THE DIVINE MIND **HIT DIE: D10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+2	+0	+2	Mantle (1st), psychic aura 5 ft., Wild Talent	0	0	—
2nd	+1	+3	+0	+3	—	1	0	—
3rd	+2	+3	+1	+3	Psychic aura 10 ft.	2	0	—
4th	+3	+4	+1	+4	Divine grace	3	0	—
5th	+3	+4	+1	+4	Psychic aura 15 ft.	4	1	1st
6th	+4	+5	+2	+5	Mantle (2nd)	6	2	1st
7th	+5	+5	+2	+5	Psychic aura 20 ft.	8	2	1st
8th	+6/+1	+6	+2	+6	Change aura (standard action)	10	3	2nd
9th	+6/+1	+6	+3	+6	Psychic aura 25 ft.	12	3	2nd
10th	+7/+2	+7	+3	+7	Psychic aura (second aura)	14	4	2nd
11th	+8/+3	+7	+3	+7	Psychic aura 30 ft.	18	4	3rd
12th	+9/+4	+8	+4	+8	Mantle (3rd)	22	5	3rd
13th	+9/+4	+8	+4	+8	Psychic aura 35 ft.	26	5	3rd
14th	+10/+5	+9	+4	+9	Change aura (move action)	30	6	4th
15th	+11/+6/+1	+9	+5	+9	Psychic aura 40 ft.	35	6	4th
16th	+12/+7/+2	+10	+5	+10	—	40	7	4th
17th	+12/+7/+2	+10	+5	+10	Psychic aura 45 ft.	45	7	5th
18th	+13/+8/+3	+11	+6	+11	Change aura (swift action)	50	8	5th
19th	+14/+9/+4	+11	+6	+11	Psychic aura 50 ft.	55	8	5th
20th	+15/+10/+5	+12	+6	+12	Psychic aura (third aura)	62	9	6th

Class Skills (2 + Int modifier per level, ×4 at 1st level): Autohypnosis, Climb, Concentration, Craft, Jump, Knowledge (psionics), Knowledge (religion), Profession, Psicraft*, Ride, Swim. See the *Player's Handbook* for standard skill descriptions.
*See skills in Chapter 3: Skills in *Expanded Psionics Handbook*.

A divine mind's manifester level is equal to his class level minus 4. For example, a 10th-level divine mind is a 6th-level manifester. A divine mind can manifest any power he knows that has a power point cost equal to or lower than his manifester level.

A divine mind simply knows his powers; they are ingrained in his mind. He does not need to prepare them (in the way that some spellcasters prepare their spells), though he must get a good night's sleep each day to regain all his spent power points.

The Difficulty Class for saving throws against divine mind powers is 10 + the power's level + the divine mind's Wis modifier. For example, the saving throw against a 2nd-level power has a DC of 12 + Wis modifier.

Maximum Power Level Known: A divine mind begins play without the ability to learn powers. At 5th level, he gains the ability to learn 1st-level powers, As he attains higher levels, he gains the ability to master more complex powers—for example, an 8th-level divine mind can learn powers of 2nd level or lower, an 11th-level divine mind can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a divine mind must have a Wisdom score of at least 10 + the power's level. For example, a divine mind with a Wisdom score of 13 can manifest powers of 3rd level or lower (if he is at least 11th level).

Psychic Aura (Su): All divine minds know three basic auras: attack, defense, and perception (see below). In addition, your chosen mantle adds a specialized aura to your options. You chose one aura to manifest, and its benefits take effect in a radius around you as given on Table 1–3. Most auras affect either you and your allies or just your enemies. As you become more powerful, your aura spreads to encompass a wider area. If you know multiple mantles, you chose which aura to manifest when you meditate. You can spend an hour in meditation to change your aura.

At 10th level, you can have two auras active at the same time; at 20th level, you can have three active auras.

Attack: You and all allies within your aura gain a +1 morale bonus on attack rolls and damage rolls. This bonus increases by 1 for every five class levels you have.

Defense: You and all allies within your aura gain a +1 morale bonus to Armor Class. This bonus increases by 1 for every five class levels you have.

A divine mind wears a divine mantle, a psionic distillation of a specific godly attribute

Perception: You and all allies within your aura gain a +2 morale bonus on Initiative, Listen, and Spot checks. This bonus increases by 1 for every five class levels you have.

Mantle (Ex): At 1st level, a divine mind chooses a deity to follow. He then chooses from among that deity's assigned mantles (see Table 1–4, page 11), picking one that he adopts and learns to manifest powers from.

You begin play with access to a mantle and its mantle power. Each mantle has a specific granted ability that you can use. While you do not immediately know any powers, the powers in the mantle are considered on your list for the purpose of using dorjes and other items. When you gain a power known, select it from the mantle's list of powers. At 6th level, you gain a second mantle; at 12th, you gain your third and final mantle. The mantles and their aura powers are given below.

Chaos: You and all allies within your aura gain a +2 resistance bonus on saves against attacks made or effects created by nonchaotic creatures. This bonus increases by 1 for every six class levels you have.

Communication: You and willing allies within your aura are linked together with the mindlink power (EPH 120). If they leave the area of your aura, they leave the link. They can automatically rejoin, however, once they reenter the area.

Conflict: You and allies affected by your aura gain a +2 bonus on rolls to confirm critical hits. This bonus increases to +5 if you are a 10th-level divine mind.

Consumption: You can leech power points expended near you. While the aura is active, you can expend your psionic focus as an immediate action when a power is manifested within your aura. Doing so steals 1 power point from the power's manifester. This extra power point is added to your power point reserve; you cannot gain more power points than your normal maximum. This ability has no effect if used while you have a full power point reserve.

If stealing 1 power point would prevent the manifester from being able to manifest the power, you do not gain a power point but the manifester is unable to manifest the power; no power points are expended. You can steal more power points at higher levels: 2 power points at 7th level, 3 at 14th level, and 4 at 20th level. The same restrictions as described above apply.

Table 1–4: Mantles by Deity

Player's Handbook	
Boccob	Deception, Fate, Knowledge, Magic
Corellon Larethian	Chaos, Good, Guardian, Magic
Ehlonna	Good, Guardian, Light and Darkness, Natural World
Erythnul	Chaos, Destruction, Evil, Pain and Suffering
Fharlanghn	Communication, Fate, Freedom, Time
Garl Glittergold	Good, Guardian, Deception, Knowledge
Gruumsh	Chaos, Destruction, Evil, Physical Power
Heironeous	Conflict, Good, Justice, Law
Hextor	Conflict, Destruction, Evil, Law
Kord	Chaos, Conflict, Good, Physical Power
Moradin	Creation, Good, Guardian, Law
Nerull	Consumption, Death, Destruction, Evil
Obad-Hai	Communication, Elements, Life, Natural World
Olidarnmara	Chaos, Communication, Deception, Freedom
Pelor	Good, Force, Life, Light and Darkness
St. Cuthbert	Energy, Law, Justice, Physical Power
Vecna	Corruption and Madness, Evil, Knowledge, The Planes
Wee Jas	Death, Law, Magic, Mental Power
Yondalla	Communication, Freedom, Good, Repose
Expanded Psionics Handbook	
Ilsensine	Evil, Law, Magic, Mental Power
Zuoken	Conflict, Knowledge, Mental Power, Physical Power
Forgotten Realms Campaign Setting	
Azuth	Knowledge, Law, Magic, Mental Power
Bane	Conflict, Destruction. Evil. Law
Chauntea	Good, Guardian, Life, Natural World
Cyric	Chaos, Corruption and Madness, Deception, Evil
Eilistraee	Chaos, Good, Freedom, Light and Darkness
Gond	Creation, Elements, Knowledge, Repose
Helm	Guardian, Law, Physical Power, Repose
Ilmater	Good, Law, Life, Pain and Suffering
Kelemvor	Death, Fate, Guardian, Law
Kossuth	Destruction, Elements, Energy, The Planes
Lathander	Good, Life, Light and Darkness, Time
Lolth	Chaos, Destruction, Evil, Light and Darkness
Malar	Chaos, Evil, Natural World, Physical Power
Mask	Deception, Evil, Fate, Light and Darkness
Mielikki	Freedom, Good, Life, Natural World
Forgotten Realms Campaign Setting	
Mystra	Deception, Good, Knowledge, Magic
Oghma	Communication, Fate, Freedom, Knowledge
Selune	Chaos, Freedom, Good, Light and Darkness
Shar	Deception, Evil, Knowledge, Light and Darkness
Shaundakul	Chaos, Elements, Freedom, The Planes
Silvanus	Guardian, Life, Natural World, Repose
Sune	Chaos, Communication, Good, Guardian
Talos	Chaos. Destruction, Evil, Natural World
Tempus	Chaos, Conflict, Force, Physical Power
Torm	Good, Guardian, Law, Physical Power
Tymora	Chaos, Fate, Freedom, Good
Tyr	Good, Justice, Knowledge, Law
Umberlee	Chaos, Destruction, Evil, Natural World
Uthgar	Conflict, Justice, Natural World, Physical Power
Waukeen	Consumption, Freedom, Guardian, Knowledge
Eberron Campaign Setting	
Silver Flame	Good, Guardian, Law, The Planes
The Sovereign Host	
Arawai	Good, Guardian, Life, Natural World
Aureon	Knowledge, Law, Magic, Mental Power
Balinor	Elements, Guardian, Natural World, Repose
Boldrei	Communication, Good, Justice, Law
Dol Arrah	Conflict, Good, Law, Light and Darkness
Dol Dorn	Chaos, Conflict, Good, Physical Power
Kol Korran	Communication, Consumption, Guardian, Freedom
Olladra	Fate, Good, Guardian, Life
Onatar	Creation, Energy, Force, Good
The Dark Six	
The Devourer	Destruction, Evil, Natural World, Pain and Suffering
The Fury	Consumption, Corruption and Madness, Deception, Evil
The Keeper	Consumption, Death, Evil, Time
The Mockery	Conflict, Destruction, Deception, Evil
The Shadow	Chaos, Evil, Light and Darkness, Magic
The Traveler	Chaos, Creation, Deception, Freedom
The Blood of Vol	Death, Evil, Knowledge, Law
The Dragon Below	Corruption and Madness, Elements, Evil, The Planes
The Path of Light	Guardian, Law, Light and Darkness, Repose
The Undying Court	Death, Fate, Good. Life

Corruption and Madness: Your aura disquiets and disturbs the minds of those who oppose you. All enemies within your aura must make Concentration checks (DC 10 + your Wis modifier + 1/2 your divine mind level) to manifest powers, cast spells, or use psi-like or spell-like abilities.

Creation: All constructs within your aura heal at a rate of 1 hit point every hour. This rate increases to 1 hit point every 10 minutes at 5th level, 1 hit point every minute at 10th level, and 1 hit point every round at 17th level.

Death: You and your allies know the condition of creatures near death within your aura, as the *deathwatch* spell (PH 217).

Deception: You and your allies gain a +2 bonus on Bluff checks made to feint in combat (PH 155). You can expend your psionic focus to feint as a move action, as if you had the Improved Feint feat.

Destruction: You grant your allies the ability to sunder objects more easily. Any time creatures affected by your aura make sunder attempts, the hardness of objects they attempt to sunder is treated as half its normal value (the hardness of a wooden object, for example, would be 2 instead of 5).

Elements: When this aura goes into effect, you must choose to align it to one of the four elemental subtypes (air, earth, fire, water). While you are psionically focused, your attacks and the attacks of allies within your aura overcome the damage reduction (if any) of any creatures of the subtype to which you are aligned.

Energy: Your wielded weapons and those wielded by allies within your aura deal 1 extra point of cold, electricity, or fire energy damage plus 1 point for every five class levels you have. You select the energy type when you activate this aura.

Evil: While this aura is active, the weapons of affected allies are treated as evil-aligned for the purpose of overcoming damage reduction.

Fate: You give your allies insight into the battle being waged around you, allowing them to bend fate to their will. While the aura of fate is active, you and your allies gain a +2 insight bonus on any one d20 roll. Once a particular ally chooses to use her bonus, the aura ends for that ally, but not for any other ally who has not yet used the insight bonus.

This bonus increases by 1 for every five class levels you have, to a maximum bonus of +5 at 15th level. A specific creature can gain this bonus once per day.

Force: As a move action, you can expend your psionic focus to grant yourself and all allies within your aura the ability to strike an incorporeal creature without suffering the normal 50% miss chance. This affects each ally's next attack, as long as that attack occurs before your next turn.

Freedom: You and allies within your aura gain a +2 bonus on Escape Artist checks and grapple checks made to resist or escape a grapple. This bonus increases by 1 for every four class levels you have, to a maximum of +7 at 20th level.

Good: While this aura is active, the weapons of affected allies are treated as good-aligned for the purpose of overcoming damage reduction.

Guardian: You can grant allies in range damage reduction 1/– while you are psionically focused. This damage reduction increases by 1 for every five class levels you have (DR 2/– at 5th level, 3/– at 10th level, and so on).

Justice: You and allies within your aura gain a +1 bonus on attack rolls against a foe that has attacked you or another ally. This bonus increases by 1 for every six class levels you have.

Knowledge: You and allies within your aura gain a +1 bonus on all Knowledge checks. This bonus increases by 1 for every six class levels you have.

Law: You and allies within your aura gain a +2 resistance bonus on saves against attacks made or effects created by nonlawful creatures. This bonus increases by 1 for every six class levels you have.

Life: Creatures in your presence feel rejuvenated and are more resistant to death effects. While it is active, allies affected by this aura gain a +2 bonus on saves against death spells and powers or psionic death effects. This bonus increases by 1 for every five class levels you have, to a maximum of +5 at 15th level.

Light and Darkness: You and allies within your aura treat spells with the light or darkness descriptors as one level higher for countering the opposing effect.

Magic: You and allies within your aura are treated as wielding magic weapons for the purpose of overcoming damage reduction.

Mental Tower: You and allies within your aura gain a +2 bonus on saving throws against mind-affecting spells and abilities. This bonus increases by 1 for every six class levels you have.

Natural World: All animals, plants, and fey within your aura heal at a rate of 1 hit point every hour. This rate increases to 1 hit point every 10 minutes at 5th level, 1 hit point every minute at 10th level, and 1 hit point every round at 17th level.

Pain and Suffering: You and allies within your aura gain a +1 bonus on weapon damage rolls against wounded foes.

Physical Power. You and allies within your aura gain a +1 bonus on opposed Strength checks, such as bull rush, trip, or disarm checks, as well as on grapple checks. This bonus increases by 1 for every five class levels you have.

The Planes: You can pinpoint the location of any outsider or extraplanar creature within your aura. You and allies within your aura gain a +2 bonus on caster level checks or manifester level checks made to overcome the spell resistance or power resistance of outsiders.

Repose: While you are psionically focused, you and allies within your aura ignore the effects of fatigue. If an ally within your aura becomes exhausted for any reason, he is treated as fatigued instead. Your aura does not dispel fatigue, it merely suppresses the negative effects.

Time: You give allies within your aura the ability to see just a moment into the future, increasing their reaction time. Anyone affected by your aura gains a +2 bonus on initiative checks and a +1 bonus on Reflex saves. This bonus on initiative checks stacks with the bonus provided by the Time mantle's granted ability.

Divine Grace (Su): Beginning at 4th level, you gain a bonus equal to your Charisma bonus (if any) on all saving throws.

Change Aura (Ex): At 8th level, you gain the ability to change between your mantle auras much more quickly. It takes only a standard action to change between auras. You can switch auras as a move action at 14th level, and at 18th level you can change your aura as a swift action.

PLAYING A DIVINE MIND

A divine mind is a passionate adventurer. As a self-considered adjunct of his deity, he often sees his involvement in a particular enterprise as a divine blessing. In his mind, his presence alone is enough to legitimize a quest, adventure, or tomb raid, rendering it holy by his participation. Even simple tasks are additional opportunities to prove his own worth and the worth of his deity by accomplishing the task with alacrity and grace. He is typically not hardheaded or desirous of personal power, however; just because his deity chooses to offer a benediction for the party through his involvement does not mean that he sees himself as the default leader for the group, nor that he feels he (or his church) should have the lion's share of the treasure.

Religion: Divine minds show no overarching fondness for any one deity, though those deities whose domains include War are sometimes favored. Evil deities can be the choice of particularly foul and wicked divine minds.

Other Classes: Despite being pledged first to their god, divine minds enthusiastically join with those whose competencies and abilities supplement their own. They are most happy dealing with clerics, paladins, and others of faith who serve the same deity.

Divine minds do not possess the active disdain that some paladins inflict on their peers in response to imagined slights or actual immoral deeds. Divine minds have more equanimity—unless the deed directly contradicts a dictate or domain of their own faith, they are usually happy to allow others to travel their own paths.

Combat: For a divine mind, melee (or sometimes ranged) combat is the preferred method to overcome challenges. With their ability to switch between mantles that provide the best advantage in a given situation, divine minds have exceptional flexibility.

As with other psionic classes that can manifest powers, a divine mind can find further advantages in his power selection.

Advancement: Once a divine mind chooses his deity, many of his advancement choices are already made—at least until he is able to manifest powers at 5th level. The only other choices that can be made are his personal feats gained every three levels. Because a divine mind is melee oriented, feats in that vein are reasonable choices, including Weapon Focus, Power Attack, Cleave, and so on. Others might choose the bow as their favored weapon, following the ranged attack feat path of Point Blank Shot, Precise Shot, Rapid Shot, and so on.

As a divine mind gains the ability to manifest powers, power selection becomes important; it makes sense to either supplement abilities where the divine mind's mantle ability falls short (such as healing), but other times it might make sense to "load up" on an ability that a mantle already provides.

EX-DIVINE MINDS

A character who grossly violates the ethics of his deity's alignment loses all divine mind powers and abilities (but not weapon, armor, and shield proficiencies). He cannot progress further in levels as a divine mind. He regains his abilities and advancement potential if he atones for his transgressions.

Half-Giant Divine Mind Starting Package

Armor: Scale mail and large wooden shield (+6 AC, armor check penalty –6, speed 20 ft., 40 lb.).

Weapons: Longsword (1d8, crit 19–20/×2, 4 lb., one-handed, slashing).

Shortbow (1d6, crit ×3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 4 Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Autohypnosis	4	Wis	—
Climb	4	Str	–6
Jump	4	Str	–6
Swim	4	Str	–12
Knowledge (psionics)	4	Int	—
Ride	4	Dex	—
Search (cc)	2	Int	—
Listen (cc)	2	Wis	—
Spot (cc)	2	Wis	—

Feat: Weapon Focus (longsword).

Mantle: Physical Power.

Power Known: None.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Quiver with 20 arrows.

Gold: 4d4 gp.

LURK

A lurk is a psionic character who has honed her mental talents to a deadly focus. With her extraordinary ability to perceive an enemy's weaknesses, a lurk can take advantage of the slightest distraction to make vicious thrusts with her chosen weapon.

A lurk's ability to lie in wait until just the right moment, as well as her talent for avoiding detection and lethal attacks, makes her a changeable hunter of those whose time is past. It is her profession to bring those unfortunate individuals to their awaited end without remorse and as efficiently as possible.

Because a lurk has access to a variety of psionic feats and powers, she is more effective than a simple killer or assassin. She also holds to a purer morality—a lurk doesn't kill indiscriminately, only bringing death to those who have outlived their time. In her mind, those who meet their end at the end of her blade truly deserved to die.

MAKING A LURK

A lurk can't stand up face to face with a bruiser as well as a fighter or even a psychic warrior can. With her mental talents, however, she excels at taking the slightest opportunity and turning it to her advantage. Her ability to slip under the notice of nearly any observer makes her a capable lone hunter, but her greatest strengths are found through interaction with her allies during a heated battle—she can use her enemy's slightest distraction to deliver vicious thrusts with her blade, even creating her own opportunities as needed.

Abilities: Intelligence determines how many powers a lurk can manifest, how powerful those powers can be, and how hard those powers are to resist. It is also important for bolstering the number of skill points to which she has

access. Her powers supplement her melee ability, however, so her Strength, Dexterity, and Constitution are also important considerations.

Races: Dwarves are slightly more likely to become lurks than members of other races, but beyond that, lurks are equally likely to come from any racial background. Lurks are rare among savage and monstrous humanoids, since physical study of psionic lore is a requirement.

Alignment: A lurk always uses her abilities according to a personal code. That code can be based on serving good, self-interest, or an inflexible ideology, but she sticks to whatever code she chooses. Most lurks tend toward a lawful alignment, but the class has no restriction on alignment.

CLASS FEATURES

All the following are class features of the lurk.

Weapon and Armor Proficiency: Lurks are proficient with all simple and martial weapons, with light armor, and with shields (except tower shields).

Power Points/Day: A lurk's ability to manifest powers is limited by the power points she has available. Her base daily allotment of power points is given on Table 1–5. In addition, she receives bonus power points per day if she has a high Intelligence score (see Table 2–1: Ability Modifiers and Bonus Power Points, EPH 18). Her race might also provide bonus power points per day, as might certain feats and items.

The lurk's ability to incapacitate her foes in enhanced by her repertoire of psionic powers

Powers Known: A lurk begins play knowing one lurk power of the player's choice. Each time she achieves a new level, she unlocks the knowledge of a new power.

Powers are chosen from the lurk power list. (Exception: The Expanded Knowledge and Epic Expanded Knowledge feats from *Expanded Psionics Handbook* allow a lurk to learn powers from the lists of other classes.) A lurk can manifest any power that has a power point cost equal to or lower than her manifester level.

The total number of powers a lurk can manifest in a day is limited only by her daily power points.

A lurk simply knows her powers; they are ingrained in her mind. She does not need to prepare them (in the way that some spellcasters prepare their spells), though she must get a good night's sleep each day to regain all her spent power points.

The Difficulty Class for saving throws against lurk powers is 10 + the power's level + the lurk's Int modifier.

Maximum Power Level Known: A lurk begins play with the ability to learn 1st-level powers. As she attains higher levels, she can gain the ability to master more complex powers—for example, a 4th-level lurk can learn powers of 2nd level or lower, a 7th-level lurk can learn powers of 3rd level or lower, and so on.

To learn or manifest a power, a lurk must have an Intelligence score of at least 10 + the power's level.

Lurk Augment (Ex): Beginning at 1st level, a lurk can augment her melee attack by selecting an ability from her available lurk augments. Her level determines the abilities available for her to use (see Table 1–6). In some cases, she can also use power points to increase the power of her lurk augment. The power of the lurk augment lasts for 1 round or until the lurk's next attack. If that attack misses, that use is wasted.

Using a lurk augment is a swift action. When powering an augment with power points, a lurk cannot spend more total power points than her lurk level on any single lurk augment. A lurk can use her lurk augments a total number of times per day equal to her lurk level + her Int modifier.

At 10th level, a lurk can choose two augments from the list in the same swift action. Both augments count against her daily total. The total power points spent on the augments is still limited to her manifester level. For example, an 11th-level lurk could choose to include a mental assault and a solid strike in her attack, and spend a total of 11 power points between the two abilities.

At 18th level, a lurk can choose three augments from the list in the same swift action, which counts as three against her daily limit. The total power points spent is still limited to her manifester level.

Additional Sneak Attack: The lurk's next attack deals an extra 1d6 points of damage from a sneak attack. For every 2 power points spent, this damage increases by 1d6 points. The attack must be one to which sneak attack damage applies. Minimum level 1st.

Unfocusing Strike: A creature hit by the lurk's attack must make a Will saving throw (DC 10 + Int modifier) or lose its psionic focus in addition to taking the damage from the

Table 1–5: The Lurk **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+2	+2	Lurk augment	1	1	1st
2nd	+1	+0	+3	+3	Psionic sneak attack +1d6	2	2	1st
3rd	+2	+1	+3	+3	—	3	3	1st
4th	+3	+1	+4	+4	—	5	4	2nd
5th	+3	+1	+4	+4	—	7	5	2nd
6th	+4	+2	+5	+5	Initiative boost	11	6	2nd
7th	+5	+2	+5	+5	Psionic sneak attack +2d6	15	7	3rd
8th	+6/+1	+2	+6	+6	—	19	8	3rd
9th	+6/+1	+3	+6	+6	Evasion	23	9	3rd
10th	+7/+2	+3	+7	+7	Lurk augment (two at once)	27	10	4th
11th	+8/+3	+3	+7	+7	—	35	11	4th
12th	+9/+4	+4	+8	+8	Psionic sneak attack +3d6	43	12	4th
13th	+9/+4	+4	+8	+8	—	51	13	5th
14th	+10/+5	+4	+9	+9	—	59	14	5th
15th	+11/+6/+1	+5	+9	+9	Slippery mind	67	15	5th
16th	+12/+7/+2	+5	+10	+10	—	79	16	6th
17th	+12/+7/+2	+5	+10	+10	Psionic sneak attack +4d6	91	17	6th
18th	+13/+8/+3	+6	+11	+11	Lurk augment (three at once)	103	18	6th
19th	+14/+9/+4	+6	+11	+11	—	115	19	6th
20th	+15/+10/+5	+6	+12	+12	—	127	20	6th

Class Skills (4 + Int modifier per level, ×4 at 1st level): Autohypnosis*. Bluff, Climb, Concentration*, Craft, Disguise, Escape Artist, Hide, Jump, Knowledge (psionics)*, Listen, Move Silently, Profession, Psicraft*, Sleight of Hand, Spot, Swim, Tumble, Use Psionic Device*. See the *Player's Handbook* for standard skill descriptions.
*See skills in Chapter 3: Skills in *Expanded Psionics Handbook*.

Table 1–6: Lurk Augments by Level

Minimum Level	Ability
1st	Additional sneak attack
1st	Unfocusing strike
3rd	Solid strike
3rd	Stunning attack
5th	Ignore concealment
5th	Mental assault
8th	Deceptive strike
8th	Reach attack
8th	Sneak attack undead
11th	Ghost touch
11th	Power drain
11th	Aligned attack
14th	Sneak attack constructs
14th	Stygian weapon
17th	Planar attack
17th	Synaptic disconnect
20th	Greater power drain

attack. For every 2 power points spent, the DC increases by 1. Minimum level 1st.

Solid Strike: The lurk's attack deals an extra 2 points of damage. For every power point spent, the damage increases by 1. Minimum level 3rd.

Stunning Attack: A creature hit by the lurk's attack must make a Fortitude saving throw (DC 10 + lurk's Int modifier) or be stunned for 1 round in addition to taking the damage from the attack. For every 2 power points spent, the DC increases by 1. Minimum level 3rd.

Ignore Concealment: The lurk's next attack ignores the miss chance provided by concealment or total concealment. The lurk must still attack the correct square when attacking an invisible creature. Minimum level 5th.

Mental Assault: The lurk's next attack deals 2 points of either Intelligence or Wisdom damage in addition to its normal damage. The lurk chooses which type of ability damage to deal when activating the power. For every 2 power points spent, the ability damage increases by 1. Minimum level 5th.

Deceptive Strike: The target of the lurk's next attack is denied his Dexterity bonus to AC for that attack. This ability works against a target with uncanny dodge, but only if the lurk's class level is at least four levels higher than the target's effective rogue level. Minimum level 8th.

Sneak Attack Undead: The lurk's sneak attack can damage undead creatures, if sneak attack damage would otherwise apply on the lurk's attack (for instance, if the undead is flanked or flat-footed). Minimum level 8th.

Ghost Touch: The lurk's next attack can strike incorporeal creatures, as if her weapon had the ghost touch special ability. Minimum level 11th.

Power Drain: The lurk's next attack drains a number of power points from the target equal to half the damage dealt. Drained power points are available for the lurk to use in the following round, but expire at the end of her next turn. Minimum level 11th.

Aligned Attack: The lurk's next attack is treated as either good-aligned or evil-aligned (depending on the lurk's alignment) for the purpose of overcoming damage reduction. A neutral lurk can choose either good or evil when she activates this ability. Minimum level 11th.

Sneak Attack Constructs: The lurk's sneak attack can damage constructs, if sneak attack damage would otherwise apply on the lurk's attack (for instance, if the construct is flanked or flat-footed). Minimum level 14th.

Stygian Weapon: A creature struck by the lurk's next attack gains 1d4 negative levels for 1 round, as the *stygian weapon*

psionic power presented on page 102. For every 4 power points spent, the duration of the negative levels is increased by 1 round. Minimum level 14th.

Planar Attack: The lurk's next attack deals an extra 2d6 points of damage to either good or evil creatures (lurk's choice). For every power point spent, the damage increases by 1d6 points. Minimum level 17th.

Synaptic Disconnect: A creature struck by the lurk's next attack cannot cast spells, manifest powers, or use spell-like or psi-like abilities for 1 round unless it succeeds on a Will save (DC 10 + lurk's Int modifier). For every 2 power points spent, the DC increases by 1. Minimum level 17th.

Greater Power Drain: The lurk's next attack drains a number of power points from the target equal to the damage dealt by the attack. Drained power points are available for the lurk to use in the following round, but expire at the end of her next turn. Minimum level 20th.

Psionic Sneak Attack (Ex): While psionically focused, a lurk can strike a vital spot for extra damage if she attacks an opponent while he is unable to defend himself effectively. This is identical to the sneak attack ability of the rogue (PH 50), except the damage only applies when the lurk maintains a psionic focus.

Sneak attack damage and psionic sneak attack damage stack, whenever both would apply to the same target.

Initiative Boost (Ex): At 6th level and higher, a lurk can add her Intelligence bonus on her initiative checks.

Evasion (Ex): At 9th level and higher, a lurk can avoid even magical and unusual attacks with great agility as per the rogue ability. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage.

Slippery Mind (Ex): At 15th level and higher, if a lurk affected by an enchantment spell or effect fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only one extra chance to succeed on her saving throw.

PLAYING A LURK

A lurk sets out to locate and eliminate those who must be removed from the world according to the code she follows. Some presume to slay every instance of true evil; others work on commission. All seek to exercise their abilities to grow to even greater levels of power.

Religion: Some lurks are quite religious, and in fact entwine their personal code with the dictates of their deity, slaying those who oppose religious truths. Other lurks have codes that compel them To stamp out religious organizations where they have become so powerful as to potentially balloon into a theocracy.

Other Classes: Lurks particularly enjoy working with those who can provide a front-line offense, giving them a chance to come upon a foe unnoticed. Likewise, those who can heal her if she becomes wounded are looked upon kindly. In fact, lurks enjoy working with any class (or individual) that doesn't hinder them in the execution of their code.

Combat: A lurk rarely seeks to initiate combat—instead, she skulks about, looking for an opportunity to strike swiftly, applying her lurk augments to their greatest advantage. At higher levels, she can tailor her attacks to her chosen target, using combinations of augments and powers to defeat her foes.

Advancement: As a psionic character, a lurk can benefit from many psionic feats, such as Psionic Weapon (EPH 50) or Deep Impact (EPH 45). Those feats require expending her psionic focus, however, which in turn precludes the lurk from using her focused sneak attack ability. A lurk can perhaps benefit more if she takes feats that require her to maintain her focus, such as Speed of Thought or Psionic Dodge.

A lurk can also choose from her list of powers as she advances in level. Good choices include powers that add to her AC (such as *defensive precognition*), powers that enhance her ability to skulk (such as *chameleon*), and powers that allow her to avoid damage (such as *evade burst*).

Elan Lurk Starting Package

Armor: Studded leather (+3 AC, armor check penalty –1, speed 30 ft., 20 lb.).

Heavy wooden shield (+2 AC, armor check penalty –2, 10 lb.).

Weapons: Longsword (1d8, crit 19–20/×2, 4 lb., one-handed, slashing).

Short bow (1d6, crit ×3, range inc. 60 ft., 2 lb., piercing).

Skill Selection: Pick a number of skills equal to 4 + Int modifier.

Skill	Ranks	Armor Check Ability	Penalty
Autohypnosis	4	Wis	—
Concentration	4	Con	—
Escape Artist	4	Dex	–2
Listen	4	Wis	—
Move Silently	4	Dex	–2
Spot	4	Wis	—
Climb	4	Str	–2
Jump	4	Str	–2
Tumble	4	Dex	–2
Use Psionic Device	4	Cha	—
Swim	4	Str	–4
Ride (cc)	2	Dex	—
Intimidate (cc)	2	Cha	—
Search (cc)	2	Int	—

Feat: Psionic Weapon.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Quiver with 20 arrows.

Gold: 3d4 gp.

This chapter presents more prestige classes to support both psionic characters and characters of other types who wish to acquire psionic abilities.

Prestige classes introduced in this chapter include the ebon saint, who seeks to use his subtle talents to expose the secrets of his enemies; the ectopic adept, whose ability to form and mold astral constructs knows no peer; the anarchic initiate, who revels in the chaotic flow of pure psionic energies; the storm disciple, who views storms as the manifestation of her deity; the flayerspawn psychic, who has discovered the corrupting influence of illithids in his ancestry; the illumine soul, whose ability to forge a mind blade has become suffused with positive energy; the soulbow, who launches his mind blade great distances; and the zerth cenobite, who knows the secrets hidden by time.

Psionic ability naturally leads characters down odd and sometimes frightening roads. Prestige classes offering abilities and features that characters cannot acquire in any other way serve as the best representation of some of these unusual paths.

If you are interested in a prestige class, examine its entry requirements carefully. Most of the classes in this book have stringent requirements that require several levels of careful advancement to achieve. Think about what sort of psionic character you are trying to build. The prestige classes found in this chapter are described below in broad terms that can help you to narrow your choices.

Class	Description
Anarchic initiate	Student of the flow of pure psionic energies
Ebon saint	Dire strike master
Ectopic adept	Astral constructor extraordinaire
Flayerspawn psychic	Embracing illithid heritage
Illumine soul	Mind blades of positive energy
Soulbow	Use mind blades at great range
Storm disciple	Fervent ardent who loves storms
Zerth cenobite	Knows the secrets time conceals

ANARCHIC INITIATE

"Despite its fervent, biting nature, raw emotion is nothing compared to the raw chaos of real, physical anarchy!""

—Embersage Fenwillow

The anarchic initiate is more than a wilder, he is an initiate to the truth that underlies the wildness in the depth of his being. Wildness is not merely a psychological trait—rather, it is an aspect of cosmology itself, characterized by the entropic realm of Limbo, a realm of utter randomness. By recognizing this link, an initiate slowly learns to synchronize the wild outbursts of his own mind with natural swells of anarchy, thereby achieving even greater heights of psionic mastery according to the tides of chance and uncertainty. By coupling his psionic efforts with the swells of planar movement, an anarchic

initiate cannot only touch chaos, but draw it through into the real world. A true master can even learn to puncture a hole directly into Limbo.

BECOMING AN ANARCHIC INITIATE

The wilder class provides characters both the proper frame of mind and the wild surge class feature, and thus is the most standard beginning for anarchic initiates. The prestige class also draws those who, through natural talent or a desire to live on the edge, have learned to channel psionic power to great effect at a cost to their own bodies.

Since anarchic initiates are still concerned with manifesting powers, very few initiates multiclass (aside from the levels they take in their original class), because few desire to lose any levels of manifesting ability.

Entry Requirements

Alignment: Any chaotic.
Skills: Knowledge (psionics) 8 ranks, Knowledge (the planes) 8 ranks.
Special: Wild surge class feature or Overchannel feat.

CLASS FEATURES

Anarchic initiates devote themselves not to conquering the chaos within their minds, but to subsuming themselves within it and, by doing so, enhancing their connection to the anarchy within the universe as a whole until they can bring forth primal chaos at will. All of the following are class features of the anarchic initiate prestige class.

Powers Known: At every level, you gain additional power points per day, an increase in manifester level, and access to new powers as if you had also gained a level in whatever manifesting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one manifesting class before becoming an anarchic initiate, you must decide to which class to add each level for the purpose of determining power points per day, powers known, and manifester level.

An anarchic initiate expands her power through her connection to chaos

Chaotic Surge (Su): You embrace the chaos that underlies both your own turbulent mind and that of reality itself. Whenever you attempt a wild surge, you can instead choose to attempt a chaotic surge.

When you attempt a chaotic surge, the benefit (and potential enervation) of a standard wild surge is unchanged. In addition to these effects, whenever you attempt a wild surge, you can choose to infuse the surge with the boiling possibility of real chaos. All variable numeric effects of a power successfully manifested with a chaotic surge are altered by a variable amount.

A character with the Overchannel feat instead of the wild surge ability can also benefit from chaotic surge. The ability functions as described above, except you can activate it when using Overchannel. The benefits of Overchannel (and the damage you take from it) are unchanged.

Roll d% to determine the result, according to the following table.

d%	Result
01–25	None
26–50	Minus 50%
51–75	Plus 50%
76–100	Double

The variable numeric change from the chaotic surge is calculated after the power's level is adjusted for the base effect of the wild surge or Overchannel. Once the effective level of the power is determined, it is modified according to the table.

A result of none means the power manifests normally (but taking into account the wild surge or Overchannel). A result of minus 50% means all variable numeric effects of the power function at half normal level, rounding down. A result of plus 50% means that all variable numeric effects of the power are increased by one-half (much as if the power had been altered with the Empower Power feat). A result of double means all variable numeric effects of the power are maximized, as if by the Maximize Power feat.

For the purposes of feats that modify potential downsides of psychic enervation, a chaotic surge counts as a wild surge.

Anarchic Grace (Su): At 2nd level, you more fully accept the random nature of reality. Once per day, you can tap into this randomness to make your movements and posture unpredictable. This effect results in attackers having a 20% miss chance on all their attacks. Even *true seeing* and similar effects can't offset this ability. Activating the effect is a free action, and it lasts for a number of rounds equal to your class level. When it ends, you are automatically treated as if enervated.

Wild Surge (Su): As you continue to gain levels, you improve your wild surge ability. Your wild surge improves at 3rd level and again at 7th level. The

number indicated on Table 2–1 is added to your current wild surge ability rating to determine the boost given to your manifester level. If you do not already have the wild surge ability, you gain it at 3rd level. This ability functions as the wilder class feature (EPH 31).

Psychic Enervation (Ex): At 3rd level, you gain the psychic enervation class feature (EPH 31) if you do not already have it.

Clarity of Confusion (Su): Starting at 4th level, you gain a +2 insight bonus on saves against compulsion effects and effects with the lawful descriptor.

Chaotic Breach, Minor (Su): At 6th level, you can breach reality itself, allowing the chaotic influence of Limbo to seep into reality. You can trigger a breach a number of times per day equal to your class level. Once a breach comes fully into being, it has a duration of 1 round per class level (you can dismiss it early as a free action).

As a standard action, you can trigger a chaotic breach that takes 1d4 rounds to fully come into being, accompanied by discharges of multicolored light, wild gusts, and deep rumbling sounds. The breach occurs in a 20-foot-radius spread, the center of which you can place up to 100 feet away. Once it is placed, the spread is fixed.

Once the breach is fully realized, all powers, psi-like abilities, spells, and spell-like abilities manifested, cast, or used in the affected radius are impeded by the chaotic energies of Limbo and have a chance to go awry. Your ability to manifest powers or use psi-like abilities is unimpeded. All other manifesters, spellcasters, or creatures must make a manifester level check or caster level check against a DC of 10 + 1/2 your class level + the level of the attempted power or spell.

If the check fails, roll on the table in the Wild Magic section (DMG 149) to determine the outcome of the effect. The table only references spells, but powers are affected in the same way. Exceptions include references to a spell not being expended (power points are not expended, instead) or to material components not being expended (since powers do not have components).

Postpone Enervation: At 8th level, you discover that cause and effect are bound less tightly then you had realized. You gain the Postpone Enervation feat (page 57) as a bonus feat.

Chaotic Breach, Complete (Su): At 10th level, you can completely pierce reality and punch a hole into the outer plane of Limbo once per day. As with a minor chaotic breach, you can trigger the breach as a standard action; it takes 1d4 rounds to fully come into being. Once a breach comes fully into being, it has a duration of 1 round per class level (you can dismiss it early as a free action).

When a complete breach occurs, it rips a hole in reality. The hole takes the shape of a 10-foot-radius sphere in the center of a 50-foot-radius spread (the same radius as a minor breach) on both affected planes. This larger area exists on both affected planes and contains the traits of both affected planes. The hole at the center is an open portal between the planes, where creatures from either plane can move through the breach at will.

If you choose to form the breach directly on a creature, the creature must make a Will save (DC 10 +1/2 your class level + your Cha modifier). On a successful save, the breach forms normally 1d4 rounds later (and with enough warning for the creature to move away from the rift). On a failed save, the breach doesn't form at all; instead, the subject is pushed bodily through into Limbo. Unless the creature has a method of returning, it is marooned in the chaotic realm of Limbo.

PLAYING AN ANARCHIC INITIATE

As an anarchic initiate, you adventure to practice your abilities and gain further understanding and mastery of the linkage of chaos with the material world, where all the various elements of cosmology intersect. During your constant exploration, you can offer assistance to those who suffer under the tyranny of laws too narrowly interpreted (and might in fact delight in undertaking such causes). You are living proof that the universe is formed of anarchy and chaos, and you delight in bringing aspects of this truth to the attention of those who cling to the illusion of order and security, especially when those false ideals threaten the well-being of others.

There is an organization known as the Scofflaws that draws initiates into its fold. Its mandate is to fight oppressive authority and foster a sense of independence from senseless rules. However, anarchic initiates are always suspicious of doctrine and organized groups, even among their own number. You must overcome a basic prejudice in order to associate with movements or causes of any sort (though adventuring groups are typically too small to trigger this prejudice).

Sometimes a would-be wilder seeks to study with an anarchic initiate for a period, because the initiate understands

Table 2–1: The Anarchic Initiate **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+2	Chaotic surge	+1 level of existing manifesting class
2nd	+1	+0	+0	+3	Anarchic grace	+1 level of existing manifesting class
3rd	+2	+1	+1	+3	Wild surge +1, psychic enervation	+1 level of existing manifesting class
4th	+3	+1	+1	+4	Clarity of confusion	+1 level of existing manifesting class
5th	+3	+1	+1	+4	—	+1 level of existing manifesting class
6th	+4	+2	+2	+5	Chaotic breach, minor	+1 level of existing manifesting class
7th	+5	+2	+2	+5	Wild surge +2	+1 level of existing manifesting class
8th	+6	+2	+2	+6	Postpone Enervation	+1 level of existing manifesting class
9th	+6	+3	+3	+7	—	+1 level of existing manifesting class
10th	+7	+3	+3	+7	Chaotic breach, complete	+1 level of existing manifesting class

Class Skills (4 + Int modifer per level): Autohypnosis, Bluff, Concentration, Diplomacy, Intimidate, Knowledge (the planes) Knowledge (psionics), Listen, Psicraft, Sense Motive, Spot.

the basic passions, triggers, and psychological techniques required to trigger a wild surge. Initiates have a distaste for indoctrination, and they typically refrain from evangelizing even to wilders. If properly petitioned, however, you need not be shy in explaining your philosophy and offering further instruction on the topic.

Combat

In combat, you use your impressive array of psionic powers for both attack and defense against your enemies and opponents, just as any other psionic character would. Of course, as a wilder and an anarchic initiate, you can call upon swells of psionic potential that regular psionic characters cannot access (in the form of wild and chaotic surges),

When you reach 6th level, you can attempt to neutralize the abilities of spellcasting or manifesting foes with your minor chaotic breach ability—if you're working alone, be sure to center the breach on yourself to have the optimal effect.

Once you gain the complete chaotic breach ability at 10th level, you might want to save the use of this ability until you fight against a particularly potent foe. Use it by forming the breach directly on your opponent and try to push it into Limbo. If successful, you have put an end to your difficulties, and your opponent will probably not trouble you again.

Advancement

Prior to your becoming an anarchic initiate, chaos and the nature of reality likely held some significant degree of fascination for you. Since you devoted yourself to studying the effects of these forces and attuning yourself with them, you have likely continued with research into psionics, wild surges, and the planes (particularly Limbo). The rest of your time is spent in practical application of your research—after all, psionic characters are a cerebral bunch who learn the truths of their abilities through self contemplation, at least in part.

Your path is your own, since no overarching organization of anarchic initiates exists to recruit you into its ranks. The very idea *is* comical, as individualistic as you and the few other initiates you have met are. While you are happy to discuss your research and beliefs with other initiates or wilders, you don't particularly have a need to seek them out.

In many ways, the anarchic initiate prestige class can be viewed as the natural continuation of the wilder class. As with regular wilders, it isn't a bad idea for an initiate to pick up the Enervation Endurance feat (page 53). As you increase in level, the powers you choose should include ones that have variable numeric effects, since the chaotic surge is dependent on this quality. Of course, any time you can discover some method through which to learn or add the chaos descriptor to a power, you should do so.

Resources

Anarchic initiates can attempt to make contacts with the Scofflaws or similar splinter groups for information or temporary aid, if they can overcome their own prejudice against asking an organization for anything.

ANARCHIC INITIATES IN THE WORLD

"Most initiates have nothing but disdain for kings, governors, dukes, ruling councils, and other authorities. While this isn't necessarily a bad trait, open, public scorn of Officialdom tends to create powerful enemies. Subtle, anarchs are not."

—Ialdabode, warning his pupil against the path of the anarchic initiate

Anarchic initiates can be present in any world that is widely populated with psionic creatures and characters. They represent a random element, change for change's own sake. They are the quintessential activists, always looking to overturn the rule of bad laws (if they are good-aligned), or overthrowing well-governed republics (if evil). Neutral initiates are rare, but such characters often become legendary within the ranks of their comrades, since their vision is unclouded by moral concerns.

Anarchic initiates spend their days in travel and contemplation, with an occasional rant and wild outburst (usually against the foes an adventurer comes across). Anarchic initiates enjoy speaking about their philosophy, both the cosmological implications of chaos underlying reality and the role of anarchy in the power structures of sentient creatures.

Organization

While the vast majority of anarchic initiates avoid large organizations, a few loosely knit groups exist. One such group is the Scofflaws, made up primarily of anarchic initiates.

The Scofflaws is only an organization in the loosest sense. It is almost more a concept than a group, in that it is made up of small cells that come together to accomplish specific tasks and then disband. The cells have no hierarchy to answer to and act independently of any other existing cells. Its members are expected to find their own problems to solve and recruit others *to* help complete the cell as necessary.

A normal Scofflaws cell consists of characters with different abilities, including those with martial, spellcasting, divine, or psionic training. No cell is allowed to exist for longer than it takes to achieve a particular goal. While many of those who made up a previous cell might also make up the next cell, the Scofflaws believe that the continuous, unbroken existence of a cell would lead to doctrine, laws, and loss of random uncertainty. Because the group has no headquarters or centralized location for meetings, it is difficult for people to petition the Scofflaws for aid, or to take vengeance against a Scofflaw cell for its actions.

The founder of the Scofflaw concept, a halfling named Embersage Fenwillow, is herself an anarchic initiate. In crafting the organization, such as it is, she attempted to balance the good that an organized body can accomplish against the evil an organized body can do if it is burdened with bylaws and founded on unchanging principles. She also enjoyed the inherent chaos of breaking apart and putting together a group of people over an uncertain time interval.

To form a cell on your own, you must have previously been a part of a Scofflaw cell and successfully completed its mission. Once someone fits the above criteria, that person is free to organize a cell of his or her own, pulling people together for the purpose at hand and then dissolving *the* group once the goal has been achieved.

NPC Reactions

Most people are not aware that anarchic initiates draw their power from a mental connection with the plane of Limbo. Chaos and anarchy are viewed as more dangerous than law, however, so general NPC attitudes toward someone calling himself an anarchic initiate range from indifferent to unfriendly. If an NPC actually witnesses an anarchic initiate breaching reality with leakage from the plane of Limbo, the resultant fear shifts the NPC's attitude toward hostile.

Groups in power (especially those who abuse their power) sometimes pass rules to ban (or take into custody) anarchic initiates, if they know of the profession.

ANARCHIC INITIATE LORE

Characters with ranks in Knowledge (psionics) or Knowledge (the planes) can research anarchic initiates to learn more about them. When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: An anarchic initiate can trigger a type of fit that can supercharge his psionic abilities—unless it knocks him for a loop instead.

DC 15: An anarchic initiate is a kind of psionic wilder, one who embraces the chaos that he says underlies all of reality.

DC 20: Anarchic initiates can tap into Limbo, the plane of chaos itself.

Finding an anarchic initiate is a hit-or-miss proposition at best, unless you happen to be a wilder. Wilders more commonly become anarchic initiates than any other class in the game, and thus have more connections to anarchic initiates than any other group. Should a character wish to find an anarchic initiate, add a +2 circumstance bonus on the check if he or she is asking a wilder for information.

ANARCHIC INITIATES IN THE GAME

Players who take on the role of anarchic initiates should be reminded that it is only large power structures and ridiculous rules that are anathema to the class—the interpersonal interactions of a small group of adventures is the sort of chaotic interaction that anarchic initiates prefer.

Players who enjoy challenging the status quo will likely enjoy playing anarchic initiate characters. Characters who embrace the chaotic side of life also make good initiates, as do those who enjoy taking on injustice or larger-than-life quests.

Adaptation

If an anarchic initiate wants to play in a campaign cosmology that doesn't include Limbo, it is easy enough to change the focus of the character to a different chaotic realm, chaotic deity, or powerful item that encompasses uncertainty.

For instance, in a Forgotten Realms campaign, an anarchic initiate might draw her chaotic inspiration from the outer plane of Fury's Heart, or even from an aspect of Talos himself. In an Eberron campaign, an anarchic initiate could be inspired by the plane of Kythri, the Churning Chaos.

Sample Encounter

The PCs might encounter Embersage Fenwillow at any time, particularly if they are traveling in a city or region thick with years of petrified law or orthodox tradition. Her perception of the characters varies depending on whether they are agents of that law or transgressors of it.

EL 11: Embersage Fenwillow accosts the characters during some yearly festival or outside the offices of a royal court or governmental institution. Depending on their public status at the time, she either invites them to join a Scofilaw cell she is forming or attacks them for being agents of the government she is trying to dismantle.

Embersage Fenwillow — CR 11

Female halfling wilder 7/anarchic initiate 4
CN Small humanoid
Init +2; **Senses** Listen +2, Spot +0
Languages Common, Elven, Halfling

AC 19, touch 17, flat-footed 17
hp 52 (11 HD)
Fort +5, **Ref** +6, **Will** +10 (+12 against fear); +2 on saves against compulsion effects and effects with the lawful descriptor
Weakness psychic enervation

Speed 20 ft. (4 squares)
Melee mwk heavy mace +9/+4 (1d6–1)
Ranged *+1 psychokinetic light crossbow* +11 (1d6 plus 1d4 ectoplasmic/19–20)
Base Atk +8; **Grp** +3
Special Actions anarchic grace, chaotic surge, surging euphoria +1, wild surge +4
Combat Gear *dorje of ego whip* (28 charges), 2 power stones of *psionic blast*
Power Points/Day 128; **Wilder Powers Known** (ML 11th):
5th—*psionic true seeing*
4th—*psionic dimension door*
3rd—*energy burst* (DC 17)
2nd—*energy push* (DC 16)
1st—*astral construct*, energy ray, force screen*
*See page 79

Abilities Str 8, Dex 14, Con 12, Int 12, Wis 11, Cha 19
SQ clarity of confusion, elude touch, psychic enervation, volatile mind (1 power point)
Feats Combat Manifestation, Ectopic Form (emerald gyre)*, Enervation Endurance*, Expanded Knowledge (astral construct)
*New feats described on pages 52 and 53
Skills Autohypnosis +15, Bluff +18, Climb +1, Concentration +14, Hide +6, Intimidate +20, Jump +1, Knowledge (the planes) +9, Knowledge (psionics) +11, Listen +2, Move Silently+4
Possessions combat gear plus *+2 mithral shirt,* masterwork heavy mace, *+1 psychokinetic light crossbow* with 20 bolts, *cloak of Charisma +2*

Anarchic Grace (Su) All attacks against Embersage have a 20% miss chance when this ability is activated.
Psychic Enervation (Ex) After a wild surge, Embersage might become dazed and lose a number of power points equal to her wilder level. *EPH* 31.
Surging Euphoria (Ex) +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of her wild surge. *EPH* 32.
Volatile Mind (Ex) Telepathy powers directed at Embersage cost 1 power point more to manifest. *EPH* 32.
Wild Surge (Su) +4 to her manifester level when she manifests a power. *EPH* 31.

Hook "That is where we enter a gray area."

ANARCHIC INITIATE TRAINING GROUNDS: THE ETERNAL CIRCLE

Drawn to this remote citadel, wilders travel from around the world to expunge every last element of order from their minds, embracing chaos and becoming an anarchic initiate. The building's structure mirrors the eternal cosmos, providing endless challenges for potential anarchic initiates to focus their minds and hone their skills. The master of the school is Ven'Do (male human wilder 10/anarchic initiate 10), a legend among wilders dedicated to their craft.

The school is built into the side of a rocky outcropping in the middle of a remote mountain range. Once a visitor is inside, the halls of the school seem to circle endlessly downward. As students master each new challenge, they are allowed to move deeper into the school. Each circle and challenge they overcome strips another orderly, doctrinal constraint from their minds. In the end, they must pass a test against Ven'Do himself. It is rumored that Ven'Do possesses the highest status among anarchic initiates, in that he is capable of completely breaching reality, and thereby allowing into the world the undiluted chaos of Limbo.

The Eternal Circle was founded a century ago. Some stories hint that the original master was a mind flayer. Graduates of its halls are sworn to secrecy regarding all they see and learn while enrolled. This is especially true for their encounter with Ven'Do, which no graduate can recall once he or she leaves the Eternal Circle. The memory is so thoroughly blocked that no subsequent mental probe has ever successfully recalled or revealed this encounter. All questions about the nature of the challenges, or anything about Ven'Do, are answered with silence.

Powerful anarchic initiates live permanently at the site. They guard the structure with their psionic might, and also prepare initiates who wish to enter the Eternal Circle. A multicolored crystal shard is given to each would-be initiate who wishes to try the circle, along with instructions for the crystal's use: "When the challenge of the Eternal Circle becomes too great, break the crystal. You will instantly be plucked from danger and brought back here. Do not use the crystal except in dire need, however; those who use the crystal are forbidden from reentering the Eternal Circle for a year's duration. Only break the crystal if you have no other choice."

Ven'Do brings chaos in his wake

EBON SAINT

"Generally speaking, if I'm involved, things have gone too far already."

—Jaed Catt

The ebon saint lives in the darkness, but seeks to expose his enemies to the light. Flitting from the shadows to learn the secrets of his enemies and dispatch them quickly, the ebon saint seeks to further his personal agenda by gathering and exploiting information on those who oppose him.

The goal of these dark infiltrators is to sneak into the lairs of their enemies, uncover their dark secrets, and expose them to the world. Whether an ebon saint seeks to right the wrongs of the world, maintain the status quo, or strike tyrannical fear into the hearts of the oppressed, he does so from the cold, unchanging certainty of the darkness in which he resides.

BECOMING AN EBON SAINT

Ebon saints nearly all begin their careers as lurks, since that class provides the necessary foundation for ebon saint abilities. A fair number, however, are rogues with the Wild Talent feat. Whereas a lurk might use the shadows to achieve his ends, an ebon saint lives in them, seeking to master the art and discipline of the dire strike in the service of an ideology that is greater than any one person. The nature of that ideology is determined by each ebon saint, and is molded by his alignment and life experiences.

Entry Requirements

Skills: Bluff 8 ranks, Disguise 8 ranks. Hide 8 ranks, Move Silently 8 ranks.
Feats: Combat Expertise, Improved Feint.
Psionics: Must have a power point reserve of at least 1 power point.
Special: Sneak attack +1d6 or psionic sneak attack +1d6.

Table 2–2: The Ebon Saint **Hit Die: d6**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+2	+2	Dire strike, shadowfriend	—
2nd	+1	+0	+3	+3	Thought theft	+1 level of existing manifesting class
3rd	+2	+1	+3	+3	Mind interrogation, sneak attack +1d6	+1 level of existing manifesting class
4th	+3	+1	+4	+4	Steal form	+1 level of existing manifesting class
5th	+3	+1	+4	+4	Disappear from the mind	+1 level of existing manifesting class

Class Skills (4 + Int modifer per level): Bluff, Climb, Concentration, Disguise, Escape Artist, Hide, Intimidate, Jump, Listen, Move Silently, Psicraft, Search, Sense Motive, Sleight of Hand, Spot, Swim, Tumble.

CLASS FEATURES

Unlocking secrets is an ebon saint's stock in trade. The class focuses somewhat on stealth, but mostly on the acquisition of information. Ebon saints' abilities allow them to steal what they seek from the minds of their foes.

Powers Known: At every level above 1st level, you gain additional power points per day, an increase in manifester level, and access to new powers as if you had also gained a level in whatever manifesting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one manifesting class before becoming an ebon saint, you must decide to which class to add each level for the purpose of determining power points per day, powers known, and manifester level.

Dire Strike (Ex): Ebon saints are trained at infiltration and gathering of information through subversive means. If you study a creature for 1 round and then make a successful sneak attack against that creature, you gain an insight into that creature's abilities.

For the rest of that encounter, you gain a bonus on attack rolls made against that creature equal to your ebon saint level. You also gain a dodge bonus to AC against that creature's attacks equal to one-half your class level, rounding down (minimum 1). In addition, a creature you have used dire strike against is subject to dire augments that are unique to the ebon saint class.

Once you have completed your round of study, you must make your dire strike attempt within the next 3 rounds. If you do not, you must spend another round studying your target before you can attempt a dire strike. You cannot use a dire strike against an unconscious opponent. As with a sneak attack, you can deal nonlethal damage with a dire strike, which becomes important when you master the disappear from the mind ability.

Shadowfriend (Ex): While you are psionically focused, you gain an enhancement bonus on Hide checks and Move Silently checks equal to your class level.

Dire Augments: An ebon saint gains dire augments that function much as the lurk class feature does (see page 14). While a lurk's abilities cover a spread of options, however, you have dedicated yourself to the art of infiltration and espionage.

Using a dire augment is a swift action. You can spend a number of power points less than or equal to your character level on a single attack. You can use your dire augments a number of times per day equal to 3 + your ebon saint level. In addition, you can only use your dire augments to modify a dire strike attack, not a normal sneak attack.

At 3rd level, you can combine any two of your dire augments in a single dire strike (as a single swift action), provided you can pay the power point cost of each ability. At 5th level, you can combine any three of your dire augments in a single dire strike, provided you can pay the power point cost of each ability.

Thought Theft (Su): Beginning at 2nd level, you can gain insight into any hazards you will encounter in the near future that your victim is aware of. If your dire strike is successful, you can access the creature's mind in a manner similar to the *read thoughts* power (EPH 128). The information you ascertain is the nature of any hazards the creature is aware of within 50 feet. Hazards include traps, enemies, and other obstacles intended to impede you or cause you harm. You become aware of these hazards in only the most general sense. You might learn, for example, that a trap lies 30 feet down a corridor from your victim, but not the nature of the trap or how to bypass it. You might also learn that a patrol of four guards comes down the corridor every few minutes, but not the race or weaponry of each of the guards.

The creature can attempt a Will save (DC 10 + 1/2 your character level + your Int modifier) to resist the thought theft. Using this augment costs 3 power points. For every 2 additional power points you spend, the save DC of the ability increases by 1.

Mind Interrogation (Su): Beginning at 3rd level, you gain the ability to steal specific important information directly from the mind of the victim of one of your dire strikes. When you make a successful dire strike against a foe that deals damage, you can visualize one question in your mind and spend 4 power points. If your victim knows the answer to the question, you immediately know the answer as well.

Steal Form (Su): At 4th level, you learn the pinnacle of successful infiltration: You can become the victims of your dire strikes. If you make a successful dire strike attack and spend 5 power points, you can shift your form into that of your victim as a full-round action, as if using an *alter self* spell (PH 197) cast by a spellcaster of your ebon saint level.

You can shift back into your own form with another full-round action; doing so does not require an expenditure of power points. You can also shift back into the form of your victim again at any time during the next 24 hours by spending 5 more power points. You only have a total time of 50 minutes to use your victim's form, but you can spread that time out over the 24-hour period. Once 24 hours have elapsed, you can no longer access the victim's form unless you seek out that creature and perform another successful

dire strike against it (if it is still alive). You are subject to the same limitations as described in the *alter self* spell when using this ability.

You can "collect" a total number of five forms in a given 24-hour period that you can use, although you must pay power points separately for each one and you must still successfully use dire strike against each victim.

Disappear from the Mind (Su): At 5th level, you master the art of disappearing right in front of your victim. When you make a successful dire strike attack that deals nonlethal damage, you can spend 5 power points to erase your presence from the victim's mind. This works as the *cloud mind* power. Your victim can attempt a Will save (DC 10 + 1/2 your character level + your Int modifier) to resist the effect. If you have dealt lethal damage to your victim within the previous 24 hours, you cannot use this ability against that target. If you deal lethal damage to the target at any point after using this ability successfully, it remembers everything about this encounter.

You must remove yourself from the victim's line of sight within 1 round of using this power, or the creature remembers everything. You must remain out of sight for at least 1 minute; once this time has passed, the creature treats you as if the previous encounter never happened if you again expose yourself to its line of sight.

Sneak Attack (Ex): At 3rd level, the damage you deal on a sneak attack improves by 1d6 points. If you have the psionic sneak attack class feature, that ability improves instead. If you have both sneak attack and psionic sneak attack, choose one or the other to improve.

PLAYING AN EBON SAINT

You adventure to further your personal ideology. One ebon saint might be concerned with religious matters, another with philosophical issues, and yet another with something else entirely. The one sure thread that ties you to all other ebon saints is your belief that those who oppose your goals should be exposed and removed, or as the saints say, "rendered unto the Ebon Dawn."

Having a differing viewpoint alone isn't enough to qualify someone to become an ebon saint's target. To be marked for the Ebon Dawn, a creature's entire philosophical axis must be opposed to yours. For example, an ebon saint might be convinced that slavery is the greatest injustice and seek to destroy all slave traders. Another might believe that only through complete acceptance of servitude will the populace at large be truly productive, and thus might seek to make a living in the service of a terrible tyrant. Still another might believe that a specific religion is the true path to enlightenment, and seek to expose another church (or churches) as a group of charlatans or corrupt bureaucrats. Whatever the cause he espouses, an ebon saint holds an unshakable conviction to his personal ideology.

Combat

You should try to begin every fight from the shadows, studying your opponent to set up a dire strike attempt. This establishes a combat advantage that eventually allows you to make use of a host of abilities, enabling you to further your cause by obtaining key information.

Unlike some who strike from the shadows, you are not averse to relying on the assistance of your companions. Indeed, without allies, you are hard-pressed to use your abilities to their full effect. You can move fluidly within melee, looking for an opponent that is already distracted by one of your companions. Seek out flanking or near-flanking positions from which to strike, or else find shadowed areas from which you can set up a dire strike.

Eventually, you can use your abilities to take on the appearance of your foes, enabling you to move through enemy strongholds more easily and find the highest-ranking opponents. At the highest levels, you can make surgical strikes, gaining information and then erasing your presence from your victim's mind.

Advancement

This path is chosen by a lurk or rogue whose ability to bring down his foes has evolved into a sort of personal code, or even a pseudo-religion. These dedicated individuals often end up gaining a reputation for their single-minded pursuit of a goal. Ebon saints look for individuals with that drive and conviction and set out to recruit them into the organization, making the group stronger as a whole.

After becoming an ebon saint, you are encouraged to pursue your cause through whatever means you find worthwhile. The organization is a loose one, more a brotherhood of idealogues than a physical collection of resources and individuals. You are largely left to your own devices as far as training and acquiring resources are concerned. As the other saints look at it, if you are devoted enough to a truly worthy core of beliefs, you will find your own way to power.

As you progress in power, it is important to choose powers that aid in mobility (such as *psionic dimension door* and *psionic freedom of movement*) or that give you a combat advantage (such as *psychofeedback* and *temporal acceleration*). Nonpsionic feats such as Dodge, Mobility, and Spring Attack can be a great help as well

Any magic item or psionic item that enhances your Hide and Move Silently checks (boots and *cloak of elvenkind*) or that makes you more agile (*gloves of Dexterity*) is desirable. Any item that increases the DCs for the saving throws against a saint's special abilities (*headband of intellect*) is desirable as well.

Resources

You were initially recruited into the ebon saints by an existing member of the class, who sought you out because of your strong convictions. He trained you and taught you the basics of being a saint, and how to turn your abilities to even greater advantage in pursuit of your cause. Once initial training is done, you are turned loose in the world to pursue your own philosophy. Like-minded saints sometimes join forces on a particularly difficult task, but most work alone or in small groups with individuals of other classes.

EBON SAINTS IN THE WORLD

"Ebon saint? Ebon slayer is more like it. On the other hand, that Jaed Catt feller keeps the crime lords in the merchant district on their toes, so I'm not one to complain."

—Zachary Druthers, blacksmith

Ebon saints are a great source of adventure. They are almost completely self-motivated, and one is always looking for ways to further his personal ideology. As a PC, a saint adds

spice to any group of characters because of his dedication to his ideology. As an allied NPC, a saint makes a PC group all the stronger. A saint is excellent at uncovering secrets, so such a character makes an excellent vehicle for advancing a plot.

As an enemy NPC, an ebon saint can make a great recurring villain as he attempts to slay or stop the members of an adventuring group. An evil ebon saint, with his enhanced ability to hide, his acceptance of the dark, and his strong conviction about the way the world should be, could be set up in direct opposition to the PCs' pursuits, embodying a philosophy that directly contradicts that of the PCs.

Organization

Each ebon saint is governed by his own chosen system of beliefs. Where those beliefs are challenged by civic authority, an ebon saint is viewed as a rebel, or in some instances, a vigilante. Where they are supported by the community, he is regarded as a hero. In almost all cases, however, an ebon saint and his allies operate outside the bounds of established organization structures.

Some ebon saints share beliefs with larger groups and latch on to those organizations to further their own ends. An ebon saint with particular spiritual convictions might become an agent of a particular church, for example. Some saints become convinced that the best way to pursue their personal ideology is to recruit like-minded individuals, so they form their own organizations dedicated to those convictions.

NPC Reactions

Ebon saints take pride in remaining unnoticed in the shadows. An individual ebon saint is far more likely to be judged on his own reputation than his membership in such a nebulous organization. Those NPCs who do know of the ebon saints have an initial attitude of indifferent toward such a character. If they are among the target of the character's beliefs, however, their attitude shifts to unfriendly or even hostile. Other ebon saints are typically friendly toward such a character based solely on his status as an ebon saint. However, if the two characters' ideologies are at odds, the attitude of each one toward the other varies according to the extent of the difference.

EBON SAINT LORE

Characters with ranks in Knowledge (local) can research an individual ebon saint to learn more about him. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: [Name of NPC] strikes from the darkness. If he reveals himself, it's likely the last thing you'll see.

DC 15: [Name of NPC] has been disrupting the efforts of [name of organization or group]. He seems to have a real vendetta going, or someone is paying him well to keep the pressure on.

DC 20: [Name of NPC] is an ebon saint. Each ebon saint is dedicated strongly to his own personal convictions, and will do everything he can to reveal his enemies and expose their weaknesses for the world to see.

DC 30: Characters who achieve this level of success can learn important details about a specific notable ebon saint, the areas where he operates, and the kinds of activities he undertakes.

An abon saint counts the darkness as his ally

EBON SAINTS IN THE GAME

An ebon saint PC might be the catalyst for events in your game, or he might simply follow the rest of the group, attempting to enforce his ideology wherever he goes. His fervent adherence to a cause can provide a handy way to involve characters in an adventure, though it can lead to conflict within the group if it is relied on too often, or if the ebon saint's player decides his goals take precedence over everything else.

People who enjoy playing ebon saints are often attracted to the strong sense of purpose these characters have, combined with the freedom to set their own goals (as opposed to having to exemplify an alignment, for example). Players who enjoy creating self-professed vigilantes will find this class attractive as well. Ideally, an ebon saint PC has aims and goals that are generally aligned with those of the other characters. In this role, the ebon saint is a friend, if one with potential thorns.

Adaptation

Whether the ebon saint in your game has the spotlight or waits in the wings, you'll want to be sure to work with the

player to make sure that the ideology his character pursues doesn't conflict too strongly with other members of the party. Next, devise an NPC or an NPC organization whose ideology directly conflicts with the ebon saint's. This gives the character a great deal to worry about and plan for. The open-ended nature of the prestige class leaves plenty of room for working the class into your game.

Sample Encounter

Interesting encounters for an ebon saint might include a dockside location where dark shadows abound along with cover to use as hiding spots throughout the encounter, a large assembly of fanatical followers of a cult whose beliefs directly oppose the ebon saint's ideology, and a back-alley meeting of nobles working to disrupt the plans of the ebon saint.

EL 8: Jaed Catt is a notorious advocate for fair trade, attacking larger merchants and crime bosses who prey on smaller merchants and shop owners in an attempt to drive them out of business.

Jaed Catt stands quietly in the shadows of the night, hiding behind several large crates as he observes a group from the local thieves guild unloading smuggled merchandise off a barge down by the docks in a coastal town. The PCs might stumble upon the rogues first and be surprised when Jaed steps from the shadows to offer his assistance. Or, the PCs could come upon a fight already in progress, with Jaed on the ropes and grateful for any aid the PCs decide to contribute.

Jaed Catt **CR 8**

Male human lurk 6/ebon saint 2
LG Medium humanoid
Init +6; **Senses** Listen +11, Spot +9
Languages Common, Dwarven, Elven, Halfling, Undercommon

AC 17, touch 13, flat-footed 15
hp 38 (8 HD)
Fort +4, **Ref** +11, **Will** +10

Speed 30 ft. (6 squares)
Melee *+1 rapier* +8 (1d6+1/18–20)
Base Atk +5; **Grp** +5
Atk Options Improved Feint, dire strike (+2 attack, +1 AC), psionic sneak attack +1d6, lurk augments (8th level, 9/day; see page 14), dire augment 5/day (thought theft)
Power Points/Day 29; **Lurk Powers Known** (ML 7th):
3rd—*psionic darkvision*
2nd—*animal affinity, evade attack*, psionic levitate*
1st—*burst, catfall, psionic grease* (DC 15)
*See page 89

Abilities Str 10, Dex 15, Con 12, Int 18, Wis 13, Cha 8
SQ initiative boost +4, shadowfriend
Feats Combat Expertise, Improved Feint, Lurk Master, Weapon Finesse
Skills Bluff +10, Climb +10, Concentration +10, Disguise +7 (+9 to act in character), Hide +13, Jump +12, Listen +11, Move Silently +13, Spot +9, Tumble +15
Possessions mithral shirt, *+1 rapier, cloak of resistance +1, headband of intellect +2, ring of protection +1*

Hook "I do not fear the darkness."

ECTOPIC ADEPT

"Ectoplasm is the clay that I turn upon the potter's wheel of my mind. When I'm finished, like all art, it takes on a life of its own"
—Giles Stoneforge

Ectoplasm is the preferred medium of creation for the ectopic adept, and his mind serves as the mold, kiln, and wheel upon which his works are turned. An adept sees each new astral construct he creates as a unique work of art, an exquisite sculpture serving a specific purpose in the arsenal of this most dangerous crafter.

Other psionic characters seek to perfect mind and body in the fire of their own will. An ectopic adept is more concerned with achieving perfection by creating the ideal astral construct, regardless of the transitory nature of his creations. An adept seeks any opportunity, martial or otherwise, to demonstrate his skills in sculpting the changeable astral medium of ectoplasm.

BECOMING AN ECTOPIC ADEPT

While any psionic character with the *astral construct* power might be eligible for this prestige class, the truest potential adept is a shaper, who begins and ends each day considering all the uses and permutations that can be achieved with ectoplasm. Constantly looking for new ways to sculpt ectoplasm, an ectopic adept is largely unconcerned with developing his mental abilities except so far as such development advances his psionic sculpting craft.

Entry Requirements

Skill: Psicraft 8 ranks.
Feats: Skill Focus (Craft [sculpting]), Ectopic Form (any).
Powers: Must be able to manifest the *astral construct* power.

CLASS FEATURES

An ectopic adept specializes in manipulating and altering the already powerful astral constructs. His abilities let him more fully customize his creations.

Manifesting: At each level beyond 1st, you gain new power points per day and an increase in manifester level

Table 2–3: The Ectopic Adept **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+2	Resilient construct	—
2nd	+1	+0	+0	+3	Ectopic Form (any)	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Rapid creation	+1 level of existing manifesting class
4th	+2	+1	+1	+4	Ectopic Form (any)	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Double creation	+1 level of existing manifesting class

Class Skills (2 + Int modifer per level): Bluff, Concentration, Craft (sculpting), Disguise, Knowledge (all skills, taken individually). Profession. Psicraft, Use Psionic Device.

(and powers known, if applicable) as if you had also gained a level in a manifesting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one manifesting class before becoming an ectopic adept, you must decide to which class to add each level for the purpose of determining power points per day, manifester level, and powers known.

Resilient Construct (Su): Calling on your knowledge of sculpture and form, you can craft more resilient astral constructs. Any construct you create with the *astral construct* power has 2d6 temporary hit points that last for the duration of the *astral construct* power.

Your astral constructs no longer gain the benefit of this ability if you do not have a number of ranks in Craft (sculpting) equal to or greater than your manifester level.

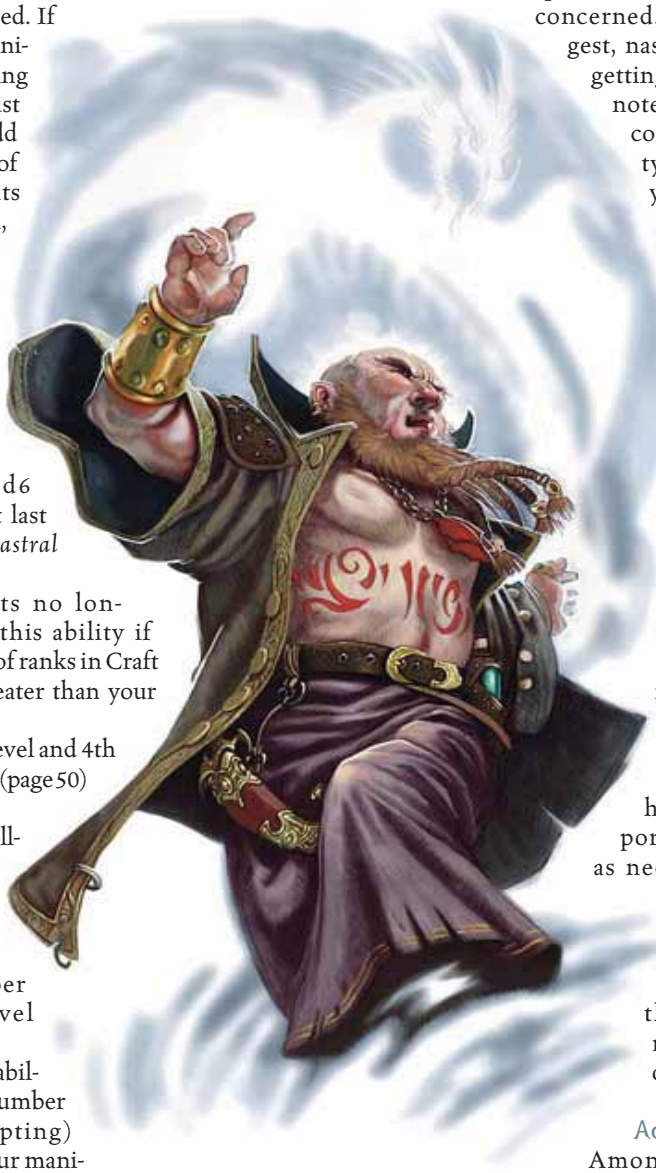
Ectopic Form: At 2nd level and 4th level, you gain Ectopic Form (page 50) as a bonus feat.

Rapid Creation (Ex): Calling on your knowledge of sculpture and form, at 3rd level you can manifest *astral construct* as a standard action once per day for every class level you have.

You lose access to this ability if you do not have a number of ranks in Craft (sculpting) equal to or greater than your manifester level.

Double Creation (Su): At 5th level, you become able to better manipulate the complex strands of ectoplasm that comprise your astral constructs. Once per day, you can manifest *astral construct* a second time while a construct you have created still exists. (Before you attain 5th level, you can have only one astral construct created at a time.)

You lose access to this ability if you do not have a number of ranks in Craft (sculpting) equal to or greater than your manifester level.



An ectopic adept benefit from preplanning the shape of his astral constructs

PLAYING AN ECTOPIC ADEPT

You seek adventure to test your creations against all the dangers the world can offer. You purposely seek out conflicts that allow you to create progressively more lethal astral constructs. Other adventurers might be alarmed by the zeal with which you approach the battlefield—an adept rarely retreats from a fight. You frequently enjoy taunting your opponents as they are being pummeled into submission by your latest creation. To your mind, overkill is impossible where your constructs are concerned. You delight in using the biggest, nastiest astral construct capable of getting the job done. It's important to note, however, that you value your constructs as much for their beauty as for their ability to trounce your enemies.

Combat

If you have more than one Ectopic Form feat, you have access to a variety of specialized astral constructs to use in combat. You typically begin combat by creating an astral construct suitable for the conflict at hand. Many adepts would prefer to never personally enter a conflict, instead choosing to manifest powers that aid their constructs in melee.

Whether you act alone or as a member of an adventuring company, your tactics are the same. You create astral constructs to absorb the worst your opponents have to offer, and you offer support and help for your construct as needed during a battle. Once in a while, after you have created an astral construct, you might use your secondary powers to support your comrades (especially if that support allows your comrade to flank an enemy with one of your constructs).

Advancement

Among ectopic adepts, it's a common thought that adepts are born, not made. No one comes and asks you if you'd like to be an ectopic adept; you can seek out training, but it is your choice to do so. Training to become an ectopic adept is like training to become a master artiste. You practice your art as part of an eternal search for perfection. Apprenticeships among existing ectopic adepts are common, as young adepts work to master the skills necessary for advancement. Each ectopic adept has his own style and indeed preferred forms for astral constructs. It is the perfection of these forms that gives an ectopic adept true fulfillment.

Once you become an ectopic adept, you spend years testing and honing your skills. The search for the perfect astral construct form drives adepts to greatness (or ultimate failure). Some small groups of ectopic adepts occasionally come together to study and discuss their work together, but without forming any overarching organization to which they owe allegiance.

The path that an ectopic adept must follow to succeed at his craft is relatively straightforward—learn as much about the construction and enhancement of astral constructs as possible. Feats such as Boost Construct (EPH 43) are mainstays to an adept.

Resources

Once you leave your adept apprenticeship, you are largely on your own. A good relationship with your former master might give you some resources you can call on in a time of need, but no other adept is beholden to help you. Of course, many ectopic adepts feels a sort of kinship with one another, and one might be prevailed upon for some limited assistance in a troubled time. What resources does an ectopic adept need, however, other than his mind and skill? After all, the Astral Plane is a limitless resource, filled with all the ectoplasm an adept could ever hope to shape.

ECTOPIC ADEPTS IN THE WORLD

"As long as he keeps makin' them big green spinnin' critters, Giles is okay in my book."

—Kressus the Gray, dwarf fighter

In regions where war is common, an ectopic adept always finds employment. Whether he joins an adventuring parry, becomes a freelance "cleaner," or slides into a virtueless career as a bounty hunter, an ectopic adept has talents that are useful in a wide variety of situations. Moreover, the sculpted astral constructs created by an adept are artistic marvels. Those being thrashed by an emerald gyre astral construct are hard pressed to find anything of beauty or subtlety in the adept's craft, but an adept finds both subtlety and beauty in bringing his deadly, short-lived sculptures into the world.

When conflict doesn't beckon, an ectopic adepts spends his day in study and practice, crafting astral constructs for the sheer joy of doing so. Perfection isn't always found in the function of the construct, but in its appearance and grace of form.

Organization

The Astral Sculptor's Academy is a private organization of psionic characters consisting primarily of psion shapers. A special place in the organization is reserved for ectopic adepts, who are the acknowledged masters of form manipulation and invention. The academy has few, if any, open adversaries. No one in his right mind is willing to directly oppose a group of astral construct—creating psions, whose worst nightmares can be sculpted into reality and sent after a transgressor.

In addition to providing training to members in the arts of metacreativity and sculpture, one arm of the academy promotes the use of its more militaristic members in the armies of rich city states, powerful adventuring companies, and other groups seeking to beef up their strength. Any contracts arranged by the academy for individual members always pays a better than average wage, though the academy extracts a percentage for its own coffers.

The academy is governed by a board of experienced shapers, including several ectopic adepts. The chairperson, Alliyon Dak'aris, sits at the head of the board through an elective process that occurs every other year, though Dak'aris (an ectopic adept herself) has served for more than a decade. The board sets syllabi for the various courses it provides, arranges finances so that the base materials required for all the sculpting classes can be obtained, keeps track of membership rolls, establishes policy, and negotiates with other organizations with whom the academy deals.

Membership in the academy is broken down into novitiate, journeyman, and elder ranks. Novitiates are those new to the academy who have yet to complete a full year of membership in good standing. They are considered to be on probationary status and can be dismissed from the academy should they refuse to apply themselves. Upon completion of their first year, novitiates become journeymen. Journeyman is the most common rank. Unless a member wishes to take up some manner of administrative task, he usually remain at that rank. Elders, all of whom have been part of the organization for at least a decade, handle the academy's administrative tasks.

NPC Reactions

Anyone who knows about psionics or has seen ectopic adepts fight is likely to know at least a little about the prestige class. The ability that ectopic adepts have to casually create beautiful, lethal pawns to send against their enemies guarantees that the class's reputation precedes it wherever it is known. NPCs who are aware of the class typically have a starting attitude of friendly toward an adept, if only to avoid angering the character. The exception to this is if the NPC is involved in a conflict and knows the opposition is using ectopic adepts, in which case his initial reaction is unfriendly at best.

ECTOPIC ADEPT LORE

Characters with ranks in Knowledge (psionics) can research ectopic adepts to learn more about them. When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: Ectopic adepts are some kind of psionic character.

DC 15: Ectopic adepts are psionic shapers who specialize in creating astral constructs.

DC 20: Ectopic adepts can usually be found at the Astral Sculptor's Academy, but don't cross anyone you meet there. They're touchy, and always looking for a reason to call up one of their ectoplasmic horrors.

ECTOPIC ADEPTS IN THE GAME

Whether as a valuable member of an adventuring company, or as part of an enemy mercenary group, an ectopic adept is easy to fit into any campaign where psionic rules are used. Ectopic adepts can be doughty heroes just as easily as they can be dangerous enemies.

Psionic characters who truly want to focus on astral constructs, their creation and use in combat, are likely to find this prestige class a welcome occupation. Since ectopic adepts live for battle, too much intrigue and maneuvering can spoil their fun. To them, direct conflict is the spice of life.

Adaptation

The ectopic adept is a well-contained class. In any game that allows psionic rules, ectopic adepts should work well. The organization associated with the class, the Astral Sculptor's Academy, is completely dispensable. It could be either eliminated or replaced with an organization better suited to the campaign.

Sample Encounter

Giles Stoneforge is a self-styled bandit lord, leading a group of hoodlums with little conscience. He enjoys waylaying seasoned adventurers far more than timid merchants. From time to time, Giles even sets astral constructs against each other, enjoying the self-created spectacle.

EL 10: Giles attempts to ambush the party with his most powerful astral construct, the emerald gyre. While he is certainly interested in the heroes' possessions, he would very much like to enjoy the thrill of victory first.

Giles Stoneforge — CR 10

Male dwarf shaper 5/ectopic adept 5
NE Medium humanoid
Init +3; **Senses** darkvision 60 ft., Listen +1, Spot +1
Languages Common, Dwarven, Gnome, Terran, Undercommon

AC 19, touch 12, flat-footed 17; +4 AC against giants
hp 71 (10 HD)
Resist stability (+4 against bull rush and trip)
Fort +7 (+9 against poison), **Ref** +6, **Will** +11; +2 on saves against spells and spell-like effects

Speed 20 ft. (4 squares)
Melee mwk dagger+5 (1d4/19–20)
Ranged mwk dagger +7 (1d4/19–20)
Base Atk +4; **Grp** +4
Atk Options +1 on attacks against orcs and goblinoids
Power Points/Day 85; **Shaper Powers Known** (ML 9th):
5th—*hail of crystals* (DC 18), *psionic true seeing*
4th—*energy adaptation, psionic dimension door, psionic freedom of movement, quintessence*
3rd—*ectoplasmic cocoon* (DC 16), *energy bolt* (DC 16), *mental barrier, time hop* (DC 16)
2nd—*crystalstorm* (DC 15)*, *mental disruption* (DC 15), *psionic repair damage, swarm of crystals*
1st—*astral construct**, *energy ray, force screen, inertial armor, vigor*
*New powers described in Chapter 4

Abilities Str 10. Dex 14, Con 16, Int 16, Wis 13, Cha 6
SQ double creation, rapid creation, resilient construct, stonecunning *(PH* 15)
Feats Ectopic Form (alabaster aerial, anathemic carapace[B], emerald gyre[B])*, Narrow Mind, Psionic Body, Psionic Meditation, Skill Focus (sculpting)
*See page 50
Skills Concentration +16 (+20 to become psionically focused), Craft (sculpting) +20 (+24 for sculpting with stone), Knowledge (psionics) +16, Psicraft +18 (+20 to address power stones), Use Psionic Device +10 (+12 to checks involving power stones)
Possessions masterwork dagger, *+2 mithral shirt, amulet of natural armor +7, cloak of resistance +2*

Hook "Very impressive ... but let's see how you fare against this."

Astral Sculptors Academy: The Guild Hall Ectopic

The most unique feature of this large opaque dome is that its outer walls are composed entirely of stabilized ectoplasm, which is as hard as stone. The dome of this large guild hall gives the appearance of a gargantuan pearl imbedded in the ground in the middle of the city.

The ectoplasm does a perfect job of keeping the interior of the structure warm during the winter, providing more than adequate insulation. By the same token, it also remains relatively cool inside during the summer. There are normally eight doors (one facing each of the directions N, S, E, W,

NE, NW, SE, and SW) that allow access to the interior, but these can be sealed by the chairperson, who can create a seamless structure with 3-foot-thick ectoplasmic walls (possessing the same toughness and hit points as stone) that can withstand most standard attacks.

Each room of the guild hall houses an extradimensional room with far vaster dimensions than apparent from the outside of the structure. Most of theses extradimensional spaces are given over to instruction in the art of sculpture, beginning with such simple substances as wax and soap, moving up through wood and stone, then to the difficult process of bronze casting. Only those who can sculpt ectoplasm as well as they can sculpt more mundane substances can become novitiates of the guild.

The guild hall houses the academy's board and many of the elders. In addition to these august personages, the guild hall maintains a standing guard of eight adept guards (shaper 5/ectopic adept 3), each of whom is charged with protecting the Guild Hall Ectopic. The current chairperson is Alliyon Dak'aris (LN female human shaper 7/ectopic adept 8).

FLAYERSPAWN PSYCHIC

"For great power, you must sometimes pay a great price, even as you avoid temptations that would turn a less hardened psychic's stomach."

—Zeth'Rin, a flayerspawn psychic

Willing to sacrifice her life, appearance, and even her sanity, the flayerspawn psychic walks a dangerous road, growing in psionic power as she slowly embraces her secret mind flayer heritage. Some psionic characters take up this class to gain more power, while others do so to gain greater understanding of the illithids. A few do so because they secretly believe mind flayers to be a superior psionic organism.

BECOMING A FLAYERSPAWN PSYCHIC

Potential flayerspawn psychics, whether multiclass or single-classed, must possess psionic ability. Potential flayerspawns are restricted in how they obtain this psionic power—only psions and erudites (page 153) possess the proper frame of mind. From this beginning, potential flayerspawns undergo a slow process, transforming mind and body as they gain and practice abilities common to mind flayers. Unfortunately, this power comes along with the temptation to embrace portions of their heritage that are truly evil (suck as the Illithid Extraction feat, page 61). Those who resist the hunger are capable of maintaining their moral and personal attitudes. Those who give in and indulge the hunger find their personalities changing to more closely match the creature they are becoming.

Entry Requirements

Powers: Ability to manifest *psionic charm*.
Skills: Knowledge (psionics) 8 ranks.
Feats: Illithid Heritage.
Language: Undercommon.

CLASS FEATURES

All the following are class features of the flayerspawn psychic prestige class. The main focus is on duplicating the abilities of an illithid, to either become one (in effect) or to gain a greater understanding of the race in general.

Manifesting: At each level indicated on the table, you gain additional power points per day, an increase in manifester level, and access to new powers as if you had also gained a level in a manifesting class to which you belonged before you added the prestige class. If you had more than one manifesting class before becoming a flayerspawn psychic, you must decide to which class to add each level for the purpose of determining power points per day, manifester level, and powers known.

Illithid Blast (Su): At 1st level, you gain the Illithid Blast feat. As a flayerspawn psychic, you gain some additional benefits from taking this feat. As described on page 61, you can channel power points into a *mind blast* as a standard action. The blast stuns everyone who fails a Will save within a 15-foot cone for 1d4 rounds. As you gain levels in this prestige class, the uses per day, size of the cone, and the number of rounds for which you can stun foes increases.

At 6th level, your *mind blast* produces a 30-foot cone that stuns foes for 2d4 rounds.

At 10th level, your *mind blast* produces a 60-foot cone that stuns foes for 3d4 rounds.

Illithid Feat: At 2nd, 4th, and 8th level, you gain a bonus illithid feat. Choose any illithid feat for which you qualify. Illithid feats are described on page 61 of this book.

Table 2–4: The Flayerspawn Psychic **Hit Die: d6**

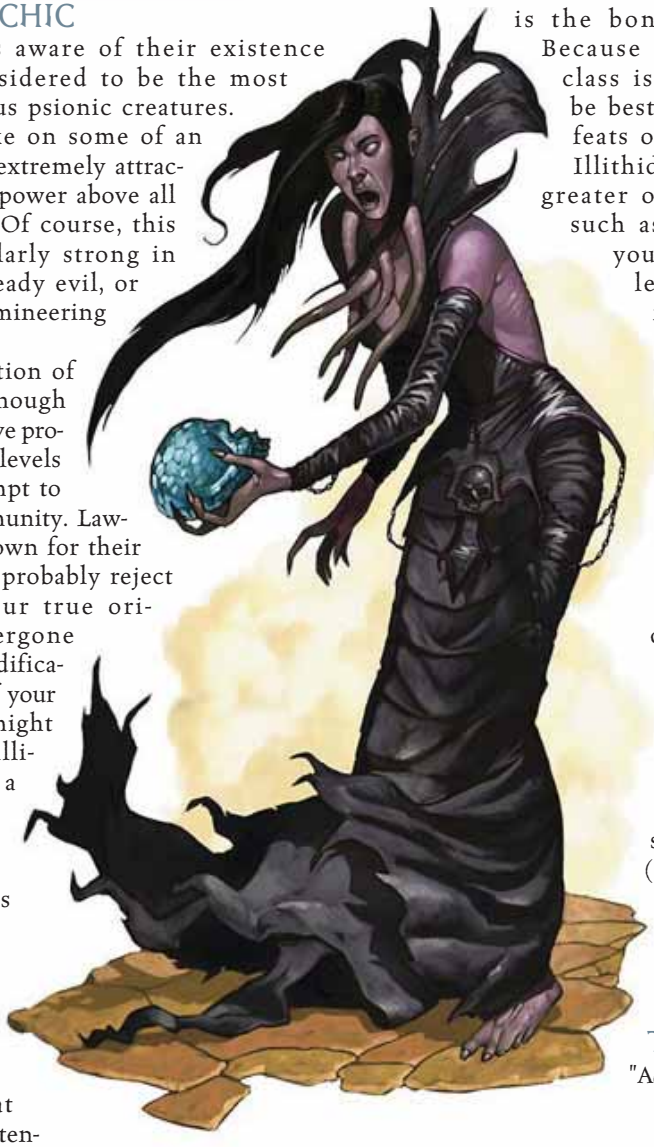
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+0	+0	+0	+2	Illithid Blast (15-ft. cone, stun 1d4 rounds)	—
2nd	+1	+0	+0	+3	Illithid feat	+1 level of existing manifesting class
3rd	+1	+1	+1	+3	Illithid Blast 2/day	—
4th	+2	+1	+1	+4	Illithid feat	+1 level of existing manifesting class
5th	+2	+1	+1	+4	Illithid Blast 3/day	+1 level of existing manifesting class
6th	+3	+2	+2	+5	Illithid Blast (30-ft. cone, stun 2d4 rounds)	—
7th	+3	+2	+2	+5	Illithid Blast 4/day	+1 level of existing manifesting class
8th	+4	+2	+2	+6	Illithid feat	—
9th	+4	+3	+3	+6	Illithid Blast 5/day	+1 level of existing manifesting class
10th	+5	+3	+3	+7	Illithid Blast (60-ft. cone, stun 3d4 rounds)	+1 level of existing manifesting class

Class Skills (2 + Int modifer per level): Bluff, Concentration, Disguise. Hide. Intimidate. Knowledge (all skills, taken individually), Listen, Move Silently, Psicraft, Sense Motive, Spot, Use Psionic Device.

PLAYING A FLAYERSPAWN PSYCHIC

By every race that is aware of their existence mind flayers are considered to be the most powerful and dangerous psionic creatures. The temptation to take on some of an illithid's power is thus extremely attractive to those who seek power above all else, such as yourself. Of course, this temptation is particularly strong in characters that are already evil, or among those with a domineering personality trait.

There is no organization of flayerspawn psychics, though those of evil bent who have progressed through all the levels of the class might attempt to join a mind flayer community. Lawful mind flayers are known for their xenophobia and would probably reject you if they knew your true origin. If you have undergone substantial physical modification in the acceptance of your heritage, though, you might look so much like an illithid and possess such a similar mindset that you can probably fool other illithids into accepting you into the lower rungs of mind flayer society.



Flayerspawn psychics embrace their hidden illithid heritage

Combat

In combat, you can draw upon an arsenal of powers. You might want to avoid melee combat at lower levels, using your tentacles to attack only as a last resort (if you have taken the Illithid Grapple feat, page 61).

You begin most combats with a *mind blast* (granted by the illithid Blast feat, page 61). Unlike a true mind flayer, you can adjust the DC of the *mind blast* according to the number of power points you are willing to spend on the attack. With a few rare exceptions, it's best to put as many power points into your *mind blast* as your manifester level limit allows.

Within an adventuring group, you should try to get off an initial *mind blast* that won't affect your allies before fading to the rear of the group. Once the battle is in full swing, you can support your allies with your psionic powers.

Advancement

It isn't uncommon for established flayerspawn psychics to recruit impressionable psions and erudites to join them. It is equally likely that you learned of the process while studying mind flayer lore. However the knowledge becomes available, once you pick up the Illithid Heritage feat, it is difficult to turn back. The lure of greater power is too attractive to disregard.

The secondary advantage of the class is the bonus illithid feats it grants. Because the offensive power of the class is so well assured, you might be best served by picking up illithid feats of a defensive nature, such as Illithid Skin, and feats that provide greater options in all circumstances, such as Illithid Speech. Of course, you continue to gain manifester levels in your previous manifesting class. Power choices that enhance your overall versatility are ideal, including (for instance) *biofeedback*, *mental barrier*, and *psionic dimension door*.

Resources

Flayerspawn psychics generally compete rather than support each other. You should always distrust the agenda of another flayerspawn psychic, assuming the worst—where other such characters are concerned, you are right more often than not. Because of this tendency, you cannot call on any resources associated with this prestige class (though of course you might have affiliations unrelated to being a flayerspawn).

FLAYERSPAWN PSYCHICS IN THE WORLD

"Aaaauuugghhh! Mind flayer!"
—Phendylin, an elf minstrel in a chance encounter

Any game with both psionics and mind flayers can benefit from this prestige class. It can be of great use to DMs and players alike, allowing an opportunity to roleplay a transformation that, while considered positively from the player's point of view (merely a means to an end), is thought of as a degeneration to those around them. Flayerspawn psychics are equally useful in campaigns that focus on tragedy (with respect to the characters), or even large-scale quests for power.

Organization

A flayerspawn psychic spends her days much like any other psionic character would. She enjoys quiet meditation and taking the time to work through the mental exercises necessary to train her mind deeper in psionic art. As the leader of a group, a flayerspawn psychic might direct her allies toward jobs and quests that bring the group closer and closer to encounters with real mind flayers. If she is questioned about her undue interest in mind flayers, the rationale of "Know thy enemy" is given as her strategy: It might even be true.

NPC Reactions

Flayerspawn psychics have no organization to speak of; thus, it is unlikely that an NPC has heard of them in the sense of any organized group. A character who has no obvious physical illithid traits is met with a starting attitude of indifferent. Particularly xenophobic NPCs might have a starting attitude of unfriendly, simply due to a flayerspawn's odd or unwell appearance.

In the later stages of the prestige class, the character might begin to appear like some kind of humanoid—mind flayer hybrid, depending on her illithid feat choices. NPCs who meet her at this stage (if she is not using some form of camouflage to hide her features) have a starting attitude of hostile and might try to attack the character. Even if the flayerspawn psychic has a good alignment, they might attempt to hunt down both her and all her allies. Flayerspawn psychics who have allowed their heritage to significantly change their features typically resort to covering themselves or otherwise disguising their appearance to get around this reaction.

FLAYERSPAWN PSYCHIC LORE

Characters with ranks in Knowledge (psionics) or Knowledge (dungeoneering) can research flayerspawn psychics to learn more about them. When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: Flayer-what's? Sounds like something related to mind flayers. I'd stay away from them.

DC 15: Some who develop the powers of their mind discover the reason they're so talented in that area—they have an ancient bloodline connection to illithids! It's more common than most people would like to think.

DC 20: A flayerspawn psychic quickly learns the power of *mind blast*. Because of the flayerspawn's hybrid nature, a powerful character of this sort can enhance her mental blast ability beyond even the power of a mind flayer.

FLAYERSPAWN PSYCHICS IN THE GAME

A flayerspawn psychic might be a psion who is studying mind flayers and is willing to undergo transformation for academic reasons. A character might also be a tragic hero, someone who must undergo the transformation to assure some desired end—or merely for survival. A third, more likely possibility, however, is that a psionic character is simply power-hungry.

Flayerspawn psychics are particularly useful for the DM who enjoys injecting mind flayer-related themes into his adventures. The flayerspawn psychic's continuing transformation and possible degeneration can provide ongoing conflict and interest, both within the PC group and with NPCs. The class fits especially well in a game where aberrations are a common enemy.

Adaptation

This class could cause problems at the table and in the campaign, mostly due to its name and the names of the feats to which the flayerspawn has access (beginning with Illithid Heritage). If problems are foreseen, changing the name of the class to something such as Legacy Psychic and changing the name of all the feats to something such as Legacy Heritage, Legacy Blast, and so forth with the idea that no one knows the psychic legacy behind the character, even the character himself—until some later point when the character is already incorporated into the game.

Encounters

Zeth'Rin has become a flayerspawn psychic. Over the course of her transformation she took the Illithid Extraction feat, giving her a hunger for sentient creatures that she does not hesitate to indulge, despite a slight tinge of guilt. She stalks sentient creatures, particularly those of a psionic bent.

EL 8: Zeth'Rin stalks the heroes as they travel underground, attempting to pick them off one by one.

ZETH'RIN **CR 8**

Female human telepath 5/flayerspawn psychic 3
LE Medium humanoid
Init +2; **Senses** Listen +2, Spot +2
Languages Common, Draconic, Dwarven, Undercommon

AC 19, touch 13, flat-footed 17
hp 25 (8 HD)
Fort +4, **Ref** +6, **Will** +11; +3 on saves against spells, powers, spell-like abilities, and psi-like abilities

Speed 30 ft. (6 squares)
Melee 4 tentacles+3 (1d4)
Base Atk +3; **Grp** +3
Atk Options improved grab, extract (2d4 Int damage with opposed grapple check)
Special Actions *mind blast* 2/day (15-ft. cone, stun 1d4 rounds, DC 17)
Combat Gear *potion of invisibility*
Power Points/Day 44; **Telepath Powers Known** (ML 6th):
3rd—*body adjustment, dispel psionics, energy burst* (DC 16), *hostile empathic transfer* (DC 16)
2nd—*brain lock* (DC 15), *ego whip* (DC 15), *psionic levitate, swarm of crystals*
1st—*energy ray, force screen, inertial armor*†, *psionic charm* (DC 14), *vigor*
†Already manifested

Abilities Str 10, Dex 14, Con 10, Int 17, Wis 14, Cha 16
Feats Illithid Blast[B]*, Illithid Extraction[B]* Illithid Grapple (2)* Illithid Grapple3 (2)* Illithid Heritage* Illithid Skin*
*New feats described in Chapter 3
Skills Bluff +14, Concentration +11, Disguise +14, Knowledge (psionics) +14, Psicraft +14, Sense Motive +13
Possessions combat gear plus *amulet of natural armor +1, cloak of resistance +2, hat of disguise, ring of protection +1*

Improved Grab (Ex) Zeth'Rin can initiate a grapple as a free action after a successful attack with her tentacles without provoking attacks of opportunity. She can grapple Small, Medium, or Large creatures.

Hook "I can make this as painless as you'd like it to be."

ILLUMINE SOUL

"Know what you want, focus on that desire, reach out to the Positive as well as within to your power, and forge a thing of pure beauty."
—Din'elen Tiriandara, an illumine soul

The illumine soul is a living conduit of positive energy. He is able to forge a blade of semisolid psychic energy and infuse it with the essence of the Positive Energy Plane to deal lethal strikes to undead opponents. As an illumine soul practices this unique talent, he learns to fill up his being with the power of the Positive Energy Plane, becoming a light in the darkness and turning undead away from his radiance.

Desirous of something more than raw psychic energy, an illumine soul learns to reach behind the sky and form a mental link with the Positive Energy Plane. He entwines this energy with that of his own psionic mastery to create a formidable weapon of brilliance that extinguishes all shadows.

BECOMING AN ILLUMINE SOUL

Whether multiclass or single-classed, illumine souls must have some levels in the soulknife class, since it is that class from which they gain some of their necessary requirements. However, while soulknives focus on working with pure psychic energy, illumine souls infuse their mind blade (and mind and body as well) with positive energy. While not necessarily interested in or beholden to divine agencies, illumine souls focus a portion of their studies on religious matters to better understand the source of powerdrawn upon by clerics and paladins.

Entry Requirements

Alignment: Any non-evil.
Skills: Knowledge (psionics) 8 ranks, Knowledge (religion) 4 ranks.
Special: Mind blade, psychic strike +1d8.

Table 2–5: The Illumine Soul — **Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Positive energy conduit, improved mind blade, psychic strike +1d8
2nd	+1	+3	+0	+3	*Positive energy ray, death ward*
3rd	+2	+3	+1	+3	Undead mind bane
4th	+3	+4	+1	+4	Positive energy healing, psychic strike +2d8
5th	+3	+4	+7	+4	*Positive energy flare*

Class Skills (4 + Int modifer per level): Autohypnosis, Climb, Concentration. Craft, Heal, Hide, Jump, Knowledge (psionics), Knowledge (religion), Listen, Move Silently, Profession, Spot, Tumble.

CLASS FEATURES

All the following are class features of the illumine soul prestige class. An illumine soul focuses mainly on his ability to channel positive energy through his mind blade as well as his body.

Positive Energy Conduit (Su): At 1st level, you forge a permanent link with the Positive Energy Plane that charges your psychic strike with positive energy. This link allows you to deal damage to undead (both intelligent and mindless) using your psychic strike.

Improved Mind Blade (Ex): You add your illumine soul levels to your levels in the soulknife class to determine your mind blade's enhancement bonus on attack rolls and damage rolls and the mind blade enhancement class feature you have as a soulknife. In addition, you can add ghost touch to the list of weapon special abilities you can choose from (EPH 29).

Psychic Strike (Su): This ability functions like the soulknife ability of the same name. The extra damage dealt increases by 1d8 points at 1st and 4th levels. The bonuses on damage stack with psychic strike bonuses from your soulknife class levels.

Positive Energy Ray (Ps): At 2nd level, you can project a ray of positive energy from your mind blade that deals damage (on a successful ranged touch attack) to any undead creature within 60 feet that it strikes. It takes a standard action to project a positive energy ray, and the ray deals 2d6 points of damage for every class level you have. You can project such a ray a number of times per day equal to your illumine soul class level.

Death Ward (Ps): When you expend your psionic focus, you gain protection against the powers of undeath for 1 minute. While enjoying this protection, you are immune to all magical and psionic death effects, energy drain, and any negative energy effects. This ability doesn't remove negative levels that you have already gained, nor does it affect the saving throw you must make 24 hours after gaining a negative level.

Undead Mind Bane (Su): At 3rd level, your mind blade becomes permanently enhanced with the undead bane weapon special ability (DMG 224). This weapon enhancement remains constant, despite any other changes or modifications you might make to your mind blade (for instance, using the mind blade enhancement ability of the soulknife).

Positive Energy Healing (Su): When you reach 4th level, your connection with the Positive Energy Plane provides you with a healing ability that you can use on yourself once per day. This healing kicks in automatically (without any action on your part) on the first occasion in a 24-hour span when your hit points drop to 0 or lower. When this occurs, a flood of positive energy discharges through the conduit you maintain with the Positive Energy Plane and instantly heals 5d8+5 points of damage. This healing is timely enough to keep you alive if the amount of damage you just took was otherwise enough to kill you, assuming that the healing you receive leaves your current hit points at –9 or higher.

Positive Energy Flare (Ps): Upon reaching 5th level, you can take a standard action and expend your psionic focus to radiate positive energy that deals damage to all undead within 30 feet of you. You deal 2d6 points of damage for every class level you have to all undead within range. The affected undead get a Will save (DC 10 + your illumine soul level + Cha modifier) for half damage.

PLAYING AN ILLUMINE SOUL

Forging a link with the Positive Energy Plane is only the first step of your mission. Once that link is complete, your goal is to actively seek out and destroy undead every chance you get.

Past deeds and honors are of little consideration when it comes to combating these horrible creatures. Just as you don't rest on your past achievements in bringing undead to their final rest, you aren't concerned with an undead creature's accomplishments while it was still breathing. Neither are you worried about an undead's current activities or philosophical bent. When it comes to undead, there can be no middle ground—they must all be destroyed.

Becoming an illumine soul is a personal decision. There might exist small groups here and there of illumine souls who feel their goals are best served by organizing their activities instead of working individually, but they are the exception rather than the rule. Where such groups exist, their primary goal is typically eradicating undead, not recruiting and training new members.

Combat

In combat, use your mind blade to attack opponents, charging it up with a psychic strike once they have closed to melee range. As with a soulknife, you should attack with a psychic strike each round if possible.

You make a great ally for a fighter, rogue, or lurk—with your enhanced maneuverability (if you have taken ranks in the Tumble skill), you can make a point to set up flanking positions for additional attack bonuses. When undead are encountered at a distance not easily bridged, you can attack using your positive energy ray. If you come upon undead in a concentrated area, you can first use your positive energy flare to soften up the rotting opposition before you bring your mind blade to bear.

It isn't uncommon for you to join a group of adventurers on your quest. There is safety in numbers, and undead can be crafty in combat. The companions who suit you best are typically like-minded individuals: clerics, paladins, and ardents (page 5) all make good adventuring companions. Beyond that, any good-aligned character can be helpful in combating undead (particularly intelligent ones).

Advancement

As you continue to progress, feats such as Psionic Weapon (EPH 50), Greater Psionic Weapon (EPH 47), and Deep Impact (EPH 45) enhance your ability to deal massive damage in a single blow. You should also consider the feats that work specifically with the mind blade, such as Mind Cleave and Mind Empowerment (page 56). While these feats are less effective against undead, they can prove useful against any other foes you face. It is important to remember that, even though much of your energy is devoted to fighting undead, other challenges will materialize, some of which might be the living stooges of hidden undead masters. It is best to be prepared for a wide range of possibilities.

Resources

Illumine souls frequently find themselves welcome in the churches of various religions that are devoted to the destruction of undead (which is most every good-aligned religion). It isn't uncommon for you to expect free room and board from these groups, and possibly even a small discount on healing services or the purchase of holy water.

ILLUMINE SOULS IN THE WORLD

"Next time that Din'elen what's-his-name comes snooping around my bonefield, he'll discover a few changes I've implemented, to his peril."

—Dagnarth Vellanium,
disgruntled necromancer

Any campaign in which undead are an important element is one that would benefit from the inclusion of an illumine soul. An illumine soul meshes well in a group that contains strongly aligned good characters. On the other hand, ardents, clerics, and paladins have their own ideas about where their powers originate that can be at odds with an illumine soul's understanding.

Except for a burning curiosity about the order of the planes, particularly the Positive Energy Plane, illumine souls are not particularly religious folk. They tend to take an explanatory, atheistic view of how clerics are granted their powers. They do know that it isn't always healthy to be particularly vocal regarding these beliefs, and they have enough respect for the religiously inclined to keep the commentary to a minimum. Despite discretion, however, an illumine soul's beliefs on a philosophical level can still ignite occasional arguments on the nature of divinity, life, and the role of the Positive Energy Plane.

An illumine soul's mind blade is directly connected to Positive Energy Plane

Organization

Illumine souls are usually ambivalent about the idea of joining an

organization. They assert that deities are merely powerful beings who have better conduits to the Positive Energy Plane than an illumine soul does—which doesn't win them too many votes for entry into religious establishments. However, several organizations exist whose charter is concerned only with cleansing undead from the world. Illumine souls are welcome in such places. They are particularly welcome in the organization known as the Hall of the Illumine, which vaguely resembles a secular knighthood. Members are recruited from among like-minded soulknives and trained in the hall.

The training performed by the hall is governed by a headmaster and several knights. Once his training is complete, an illumine soul is free to leave (and in tact, is encouraged to do so) and begin destroying undead.

NPC Reactions

Both those affiliated with good-aligned religious organizations and dedicated scholars of psionics are familiar with the existence of illumine souls. Good-aligned NPCs who know of the prestige class and its fight against undead have a starting attitude of friendly toward such a character and his allies, especially if he or his friends are currently being afflicted by the undead. At the same time, necromancers and evil-aligned religious organizations who specialize in death (or undeath directly) are hostile toward any illumine soul they encounter, and can be expected to attack at the first opportunity.

ILLUMINE SOUL LORE

Characters with ranks in Knowledge (religion) or Knowledge (psionics) can research illumine souls to learn more about them. When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: Illumine souls—I think they have blades made of pure mental energy. They hate undead, too.

DC 15: Illumine souls have a blade composed both of their own mental energy and energy drawn from the Positive Energy Plane.

DC 20: Illumine souls have forged personal links to the Positive Energy Plane. Besides enhancing their mind blades with the energy, they can fire rays, heal themselves, and protect themselves from the powers of undead foes.

ILLUMINE SOULS IN YOUR GAME

It shouldn't be difficult to find a place for illumine souls in a campaign world, given their penchant for destroying undead. Players who want to play a soulknife with a pseudo-religious bent might find the illumine soul prestige class to their liking.

Adaptation

As with the anarchic initiate (page 17), if a player wants to play an illumine soul in a campaign whose cosmology doesn't include the Positive Energy Plane, it is easy enough to change the focus of the character to a similar realm, life-affirming deity, or powerful item that encompasses light or life. For instance, in an Eberron campaign, an illumine soul could be inspired by the plane of Irian, the Eternal Day.

Sample Encounter

Din'elen Tiriandara might engage a PC cleric or paladin in a religious debate, public or otherwise. He is also likely to be a good source of undead lore, as well as a trusted ally, should the need arise.

EL 12: In one of their explorations below the earth, the PCs stumble onto a subterranean cemetery where bones are heaped high. Undead of various kinds also haunt the boneyard, and are soon encountered by the characters. Whether the PCs' strength is bolstered by the sudden appearance of Din'elen, or the PCs see Din'elen fighting a group of undead, this encounter serves as a good way to bring an illumine soul into the action.

Din'elen Tiriandara **CR 9**

Male elf soulknife 5/illumine soul 4
CG Medium humanoid
Init +5; **Senses** low-light vision; Listen +3, Spot +3
Languages Common, Draconic, Elven

AC 24, touch 16, flat-footed 19
hp 63 (9 HD)
Immune sleep
Fort +6, **Ref** +10, **Will** +9 (+11 against enchantments)

Speed 30 ft. (6 squares)
Melee *+2 undead bane mind blade* +14/+9 (1d8+3/19–20)
Ranged *+2 undead bane mind blade* +14/+9 (1d8+3/19–20)
Base Atk +6; **Grp** +7
Atk Options Swift Mind Strike, free draw, throw mind blade, shape mind blade, psychic strike +3d8
Special Actions death ward, mind blade, positive energy healing 1/day (5d8+5 hp automatically healed when hp drop to 0 or lower), positive energy ray 4/day (8d6 damage to undead)
Combat Gear *boots of stomping* (*EPH* 172)
Power Points/Day 2

Abilities Str 12, Dex 20, Con 12, Int 10, Wis 13, Cha 10
SQ able to notice secret or concealed doors, improved mind blade
Feats Mind Cleave, Mind Empowerment*, Swift Mind Strike*, Weapon Finesse, Weapon Focus (mind blade)[B], Wild Talent[B]
*New feats described in Chapter 3
Skills Autohypnosis +13, Concentration +13, Knowledge (psionics) +8, Knowledge (religion) +4, Tumble +17
Possessions combat gear plus mithral breastplate, *+1 heavy wooden shield, gloves of Dexterity +2, ring of protection +7*
Mind Blade (Su) As the soulknife class feature, *EPH* 27.
Throw Mind Blade (Ex) As the soulknife class feature, *EPH* 28.
Free Draw (Su) As the soulknife class feature, *EPH* 28.
Psychic Strike (Su) As the soulknife class feature, *EPH* 28.

Hook "It's important to think positive."

SOULBOW

"The bolts fell like a shower of stars, scything through the duergar raiders with lethal accuracy. The War of Reclamation had begun, and we led the way in a rain of glory."

—NatharaTeng, a soulbow

In the tradition of the soulknife, a soulbow realizes the direct capacity of her own mind to give shape to weapons of psionic perfection. Through desire alone, a soulbow creates a semisolid blade composed of psychic energy, just as any soulknife can. Unlike a soulknife, however, a soulbow can also produce dazzling shafts of deadly grace that she can project with all the force of a composite longbow—using nothing but her mind.

The soulbow relishes her ability to attack foes at a distance. Accuracy, speed, distance, and lethality are all skills a soulbow pursues and perfects—and in so doing, discovers serenity in lethal mastery.

BECOMING A SOULBOW

Any character with a desire to become a master of mental archery might be drawn to train as a soulbow. In practice, however, becoming a soulbow requires a character to take at least two levels of the soulknife class to gain the throw mind blade prerequisite.

Entry Requirements

Skills: Autohypnosis 8 ranks.
Feats: Point Blank Shot.
Special: Throw mind blade class feature.

Table 2–6: The Soulbow **Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Mind arrow, bonus feat
2nd	+1	+0	+3	+3	Mind arrow enhancement (+1 bonus equivalent ability)
3rd	+2	+1	+3	+3	+1 mind arrow, bonus feat
4th	+3	+1	+4	+4	Close combat shot
5th	+3	+1	+4	+4	Bonus feat
6th	+4	+2	+5	+5	Mind arrow enhancement (+2 bonus equivalent ability)
7th	+5	+2	+5	+5	+2 mind arrow, bonus feat
8th	+6	+2	+6	+6	*Phase arrow*
9th	+6	+3	+6	+6	Bonus feat
10th	+7	+3	+7	+7	Mind arrow enhancement (+3 bonus equivalent ability)

Class Skills (4 + Int modifier per level): Autohypnosis, Climb, Concentration, Craft, Hide, Jump, Knowledge (psionics), Listen, Move Silently, Profession, Spot, Tumble.

CLASS FEATURES

All the following are class features of the soulbow. The abilities described here turn a soulknife into someone who is proficient at ranged combat using a manifestation of the mind blade more akin to an arrow. In addition to that, the class generously hands out bonus feats ideal for making ranged attacks, and grants a few class-specific abilities.

Mind Arrow (Su): As a free action, you can create a semisolid arrow composed of psychic energy distilled from your mind. If your base attack bonus is high enough to grant you multiple attacks, you can create multiple mind arrows as part of an attack. You must have one hand free to create and project a mind arrow.

The bolt is identical in all ways (except visually) to an arrow shot from a composite longbow. For instance, a Medium soulbow materializes an arrow that speeds toward the specified target, and if it hits, deals 1d8 points of damage (crit ×3) plus extra damage equal to the soulbow's Wisdom modifer. Soulbows who are smaller or larger than Medium create mind arrows identical to arrows shot from composite longbows appropriate for their size, with a corresponding change to the arrow's damage (see Table 7–4 and Table 7–5 in the *Player's Handbook*). You gain the usual benefit to your attack roll from a high Dexterity bonus.

Whether a mind arrow hits or misses, it dissipates 1 round after being shot. A mind arrow is considered a magic weapon for the purpose of overcoming damage reduction.

A mind arrow can be charged with a psychic strike as if it were a mind blade. If a soulbow has enough soulknife levels to have the knife to the soul ability, that ability also applies to her mind arrows.

You can use feats such as Point Blank Shot or Precise Shot in conjunction with a mind arrow (see bonus feats provided by the class for further guidance). You can also choose mind arrow for feats requiring a specific weapon choice, such as Weapon Specialization. Powers or spells that upgrade weapons can be used on a mind blade. Any feats previously requiring specific weapon choice (such as Weapon Specialization) for your mind blade also apply to your mind arrow, if applicable.

Your mind arrows improve as you gain higher levels. At 3rd level, a mind arrow gains a +1 enhancement bonus on attack rolls and damage rolls, and at 7th level the bonus improves to +2. These enhancement bonuses stack with previous enhancement bonuses gained earlier for your soulknife class levels. Likewise, these enhancement bonuses also improve your soulknife base attack bonus. If your return to your soulknife class progression, these mind arrow enhancement bonuses on attack and damage are cumulative bonuses on top of any new enhancement bonuses gained, and they benefit both your mind blade and mind arrows.

Even in places where psionic effects do not normally function (such as within a *null psionics field*), you can attempt to attack foes with mind arrows by making a DC 20 Will save. On a successful save, you can freely produce mind arrows for a number of rounds equal to your class level before you need to check again. On an unsuccessful attempt, you must wait 1 round before trying again while you remain within the psionics-negating effect.

Bonus Feat: At 1st level, you can choose a bonus feat from the following list: Far Shot, Precise Shot, Psionic Shot. Greater Psionic Shot, Fell Shot, Rapid Shot, Manyshot, Greater Manyshot, Shot on the Run, Improved Precise Shot, and Mounted Archery. You must meet the prerequisites for the feat as normal. Feats that grant additional attacks, such as Rapid Shot, allow you to create additional semisolid arrows of psychic energy as needed to make additional attacks.

The list of potential bonus feats can be expanded by the DM to include any feats from other supplements that improved ranged attacks. For instance, if your game makes use of *Complete Warrior*, this list might also include Improved Mounted Archer, Improved Rapid Shot, Ranged Disarm, Ranged Pin (in which case the mind arrow persists until the pinned character breaks the pin), Ranged Sunder, Sharp Shooting, and Zen Archery.

Choose another bonus feat from the list at 3rd, 5th, 7th, and 9th level.

Mind Arrow Enhancement (Su): At 2nd level, you can enhance your mind arrows with ranged special abilities. Choose any one of the weapon special abilities on the table below that has an enhancement bonus value of +1. From now on, mind arrows you produce as part of an attack possess that special ability.

At every four levels beyond 2nd (6th and 10th), the value of the enhancement you can add to your mind arrow improves to +2 and +3, respectively. You can choose any combination of weapon special abilities that does not exceed the total allowed by your soulbow level.

The special ability provided by this class feature does not stack with the soulknife's mind blade enhancement ability.

Ranged Weapon Special Ability	Bonus Value	Ranged Weapon Special Ability	Bonus Value
Bane	+1	Axiomatic	+2
Distance	+1	Collision*	+2
Flaming	+1	Flaming burst	+2
Frost	+1	Psychokinetic burst*	+2
Lucky*	+1	Psibane*	+2
Merciful	+1	Shocking burst	+2
Psychokinetic*	+1	Suppression*	+2
Returning	+1	Wounding	+2
Seeking	+1	Dislocator*	+3
Shock	+1	Speed	+3
Anarchic	+2		

*These abilities are described in *Expanded Psionics Handbook* beginning on page 165. All other ranged weapon special abilities are described in the *Dungeon Master's Guide*.

You can reassign the ability or abilities you have chosen for your mind arrows. To do so, you must spend 8 hours in concentration. After that period, all subsequent mind arrows you produce as part of an attack action possess the new ability or abilities selected by you.

Close Combat Shot: At 4th level, you can attack with your mind arrow while in a threatened square and not provoke attacks of opportunity.

Phase Arrow (Ps): At 8th level, you can take a full attack action (in lieu of your regular attacks) to expend your psionic focus and launch a mind arrow at a target known to you within range. The mind arrow travels to the target in a straight path, passing through any nonmagical or nonpsionic barrier or wall on its way. (A *wall of force*, *wall of fire*, *wall of ectoplasm*, or the like stops a mind arrow.) This ability negates cover, concealment, and even armor modifiers, but otherwise the attack is rolled normally.

PLAYING A SOULBOW

As a soulbow, you have learned to turn your mind blade into a deadly arrow of psychic energy, striking swiftly and with legendary accuracy. However, you don't require the base materials of either bow or wooden arrow—your mind is the bow, and it provides the psychic ammunition in endless quantity. With the power of your mind, you can pierce your enemies at will.

Other soulknives look upon your specialization with some envy, and might even ask you to train them in your methods. The ability to produce both a mind blade and a mind arrow is yours; however, you have decided to forego further development of your mind blade to concentrate your mental resources on psychic archery. This is the same promise you extract from other soulknives before helping them find the mental key necessary to produce mind arrows of their own.

Combat

It isn't surprising that as a ranged attack specialist, you should consider positioning yourself away from the direct threat of melee, at least until you have gained your close combat shot ability. Still, you have the ability to damage your enemies from a distance, so you should take advantage of it as much as possible to preserve your health. Stay clear of melee combat and pepper your foes with mind arrows from a safe distance.

Because you have the ability to swap out the ranged special ability of your mind arrow, intelligence regarding possible foes is very valuable to you. If you can learn that you'll likely be up against giants in the next little while, for example, spend 8 hours (if you can) changing the special abilities of the mind arrows you create to resonate with the giant bane quality.

Advancement

Taken in by the power of your own psyche, you trained as a soulknife and quickly learned the art of producing a mind blade. Not satisfied with that accomplishment, you learned how to project mind arrows. While some soulbows learn the key to producing mind arrows through unflagging study on their own, most learn after getting training from a group called the Reclaimers. The Reclaimers are a secretive organization that seeks out those with the ability to manifest a mind blade and offers them training. In return, the group lays some claim to the newly trained soulbow's affiliations. The Reclaimers take a dim view of self-trained soulbows who have no ties to their organization.

Presuming you are not going it alone in your advancement, your tie to the Reclaimers essentially means that you are on call. The Reclaimers are a mercenary company whose members offers their services to organizations of commoners, druidic councils, psionic conclaves, and other organizations that they might be inclined to support (they have never taken a commission from any king, temple, church, or merchant guild—their philosophy is more in line with enlightenment than with the enforcement of jurisdiction). On rare occasions, you might be called upon to play a part in a short-term mission More rarely, you might be asked to take part in a longer-term mission that could involve travel to distant areas. You can pass on the longer-term missions, but if you pass on more than one short-term mission in a row, your training by Reclaimer mentors is suspended. (This doesn't necessarily mean that you can no longer advance as a soulbow—it merely means that you are on your own in developing your abilities.)

As you advance in your training, one of the first feats you take should be Precise Shot, which offsets your penalty for

firing mind arrows into melee. Rapid Shot should also be high on your list—the more shots you make in a round, the greater the chance you'll score a strike. As far as skills go, continue to buy ranks in Move Silently, since this skill is important for getting into a good position from which to launch your mind arrow volleys. Concentration is also an important skill for you—having a high Concentration modifier means you'll be better able to regain you psionic focus.

Resources

As a soulbow, you can expect resources according to your persuasive ability, like any other character, if you represent yourself as a Reclaimer, however, you can expect aid from commoners and downtrodden in the form of a place to sleep, simple fare shared with a family, and—from, particularly brave souls—a place to hide from authorities (should you require it). Reclaimers wear an amulet or shoulder patch featuring a silvery astral arrow.

Authority figures of various cities, city-states, and countries are beginning to take a dim view of the Reclaimers and the soulbows and regular archers who make up the group's membership. If you are identified as a Reclaimer by an official of a particular city, even basic services might be denied to you. Reclaimers who wear their symbol openly also have taken to wearing a black bandanna or mask at the same time, so that once they finish a particular mission, they can remove mask and symbol to return to anonymity.

A soulbow uses the power of her mind to fuel her attacks

SOULBOWS IN THE WORLD

"When you see the silvery arrow on a masked man's shoulders in the street, you'd best hit the dirt. There's about to be a fight, and sooner or later the city watch will arrive, hell-bent on taking the soulbow down."

—Willem Mott, shopkeeper

Alone soulbow is like any other adventurer—someone with above-average abilities seeking to make her own way in the world, seeking fortune, fulfillment of quests, and the serenity that accompanies an adventure concluded.

Few soulbows go through an entire career, however, without being approached by a recruiter from the secretive organization known as the Reclaimers.

Organization

Soulbows are free to join any organization, but the organization that is most closely associated with the prestige class is the Order of Reclamation, more commonly referred to as the Reclaimers.

The Reclaimers are devoted to ending tyranny in all its forms. The organization accepts commissions from supplicants it finds worthy, but also launches its own interventions on occasion.

Joining the Order: The Reclaimers accept soulknives who meet the minimum requirements of the soulbow prestige class (because these soulknives can be trained as soulbows), soulbows, and archers who use physical bows and arrows but can demonstrate supernatural, psionic, or magical prowess with their bows.

Benefits: The main benefit a PC can expect from being a member of the Reclaimers is the knowledge that he or she will continue to be trained in the soulbow class. At least as important to some characters is the feeling that they are fighting the good fight; such characters revel in the idea that they are agents working against oppression.

Headquarters: Because of the underground nature of the Reclaimers, the location of the order's headquarters, the identity of its top members, and the structure the defines the group are well-kept secrets. In fact, the group has a central location out of which it operates—a fortress located in an uncivilized waste. Three ancient psionic portals allow the Reclaimers (in their Fortress of Reclamation) to rapidly move to and from three important cities around the world. From those cities, they can mount missions or activate soulbow Reclaimers who are otherwise engaged.

Missions: Itinerant Reclaimers (as the majority of soulbows tend to be who are part of the group in the first place—including player characters) usually discover their next mission in the form of a message engraved on a wooden arrow delivered in a cloth-wrapped parcel from some unknown source. Except in extraordinary cases, only a single itinerant soulbow is activated for each particular mission, according to the character's ability and proximity to a given problem. It is up to the activated soulbow to gather what resources she believes are necessary to get the job done. This might mean finding hirelings, or asking for the help of other PCs.

Sample missions might include freeing a wrongfully accused prisoner from a king's dungeon, breaking the iron grip of a group of half-orc racketeers down on the docks, or

infiltrating a temple that is suspected of hiding an unsavory, evil secret.

An itinerant Reclaimer is activated at most two or three times during her career, unless she requests more missions.

NPC Reactions

The general populace looks upon both lone soulbows and those who are openly tied to Reclaimers with respect and perhaps some affection, especially if people have been personally aided or know the story of someone aided by a soulbow Reclaimer. NPCs who know of the prestige class have a starting attitude of friendly toward such a character. On the other hand, some city watches know to bring in any person they see wearing the silver arrow and black mask for questioning at least, and perhaps worse. In cities with a reputation for tyranny or harsh rule, PCs can expect a starting attitude of unfriendly from members of the city guard or other government officials.

SOULBOW LORE

Characters with ranks in Knowledge (local) or Knowledge (psionics) can research soulbows to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Soulbows? I think they've got mind powers of some sort.

DC 15: Soulbows can project arrows straight from their minds—they don't need bows for their archery.

DC 20: Many soulbows belong to the Reclaimers—that's a group that supposedly exists to right wrongs and help the little guy. But if that's so, why do they wear black masks?

DC 30: Characters who achieve this level of success can learn important details about specific soulbows in your campaign, including notable members, the areas where they operate, and the kinds of activities they undertake.

PCs who are interested in finding or setting up a meeting with a soulbow should first check with any local psionic guild or college. Next, investigate archery ranges or other similar places—soulbows like to hone their accuracy as much as the next archer. Finally, PCs should try to use Gather Information to learn who has seen the symbol of the silver arrow, when, and in what location—finding active Reclaimers will likely lead the PCs to a soulbow.

SOULBOWS IN THE GAME

Soulbows give mind blade throwers an offensive ability on par with expert archers, but without the need to rely on anything other than their own minds. As with other psionic prestige classes, soulbows are great additions to any game that uses psionic rules.

Soulknives might take only a few levels in this class to upgrade their ability to affect foes at a distance, though they might find that continuing the progression is a worthwhile endeavor—the ability to defeat foes at range is always a tactical advantage.

Adaptation

In the Eberron campaign setting, kalashtar characters should take to the soulbow prestige class as willingly as they take levels in the underlying soulknife class. The concept of the Reclaimers is one that can fit into most campaigns, though it is also easily jettisoned if the concept of a secret freedom-fighter group doesn't fit well with your concept of the soulbow or the kind of organization you'd like to add to your game.

Sample Encounter

Player characters might become entangled with a soulbow in a city by simply being entered in the same archery competition. On the other hand, they could find themselves on the wrong end of a Reclaimers mission if the PCs took a commission from a noble, a merchant house, or some powerful group that could be interpreted as oppressing the downtrodden.

EL 8: On some late-afternoon or nighttime journey through the city, the PCs come upon a soulbow with a black bandanna face mask and a silver arrow shoulder patch lying stunned and bloodied in an alley. If they offer aid, the soulbow (Nathara Teng) recovers in time to warn the characters, " 'Ware the flayer!" Seconds later, a mind flayer moves from its hiding spot behind a ragged banner (Spot DC 30 to detect) to use its *mind blast* power on the soulbow again, along with any PCs caught in the same cone; the mind flayer attempts to catch as many PCs as it can in the area of its blast.

Nathara Teng is on a mission for the Reclaimers to gather intelligence on a particular house. Reports have come in of some group kidnapping beggars who are then never seen again. Complaints to the city watch have gone uninvestigated, and Teng got tapped to look into the situation.

It turns out that a cabal of three mind flayers lives in the decrepit building and has been feeding on the city's detritus for years. If Nathara Teng can discover the truth, she might be able to put a stop to it with the PCs aid.

Nathara Teng — CR 6

Female human soulknife 5/soulbow 1
CG Medium humanoid (psionic)
Init +3; **Senses** Listen +10, Spot +10
Languages Common

AC 21, touch 13, flat-footed 18
hp 43 (6 HD)
Fort +2, **Ref** +9, **Will** +7

Speed 30 ft. (6 squares)
Melee +7 *mind blade* (as +7 *longsword*) +7 (1d8+3)
Ranged +7 *mind arrow* +6/+6 (1d8+2/×3) with Rapid Shot or
Ranged +7 *mind arrow* +8 (1d8+2/×3)
Base Atk +3; **Grp** +5
Atk Options Greater Psionic Shot, Point Blank Shot, Precise Shot, Psionic Shot, free draw, throw mind blade, shape mind blade, psychic strike +1d8
Special Actions mind arrow, mind blade
Combat Gear 2 *potions of cure light wounds*
Power Points/Day 2

Abilities Str 14, Dex 16, Con 12, Int 10, Wis 13, Cha 8
Feats Greater Psionic Shot, Point Blank Shot, Psionic Shot, Precise Shot, Rapid Shot, Weapon Focus (mind blade)[B], Wild Talent[B]
Skills Autohypnosis +10, Concentration +10, Hide +10, Knowledge (psionics) +7, Move Silently +10, Spot +10
Possessions combat gear plus +2 *chain shirt,* heavy wooden shield, black bandanna, sign of the astral arrow patch
Mind Blade (Su) As the soulknife class feature, *EPH* 27.
Throw Mind Blade (Ex) As the soulknife class feature, *EPH* 28.
Free Draw (Su) As the soulknife class feature, *EPH* 28.
Psychic Strike (Su) As the soulknife class feature, *EPH* 28.

Hook "I'm on the side of right, even if the law says I'm wrong."

Mind Flayer **CR 8**

LE Medium aberration (psionic)
Init +6; **Senses** Listen +11, Spot+11
Languages Undercommon; telepathy 100 ft.

AC 15, touch 12, flat-footed 13
hp 44 (8 HD)
PR 25
Fort +3, **Ref** +4, **Will** +9

Speed 30 ft. (6 squares)
Melee 4 tentacles each +8 (1d4+1)
Base Atk +6; Grp +7
Atk Options extract, improved grab *(MM* 187)
Special Actions *mind blast*
Power Points/Day 90; **Powers Known** (ML 9th):
5th—*mind probe* (DC 19), *psionic plane shift*
4th—*intellect fortress, psionic dimension door, psionic dominate* (DC 18)
3rd—*body adjustment, dispel psionics, mental barrier*
2nd—*body equilibrium, ego whip* (DC 16), *id insinuation* (DC 16), *psionic levitate, psionic suggestion* (DC 16), *read thoughts* (DC 16)
1st—*defensive precognition, detect psionics, mind thrust* (DC 15), *psionic charm* (DC 15), *vigor*

Abilities Str 12, Dex 14, Con 12, Int 19, Wis 17, Cha 17
Feats Combat Manifestation, Improved Initiative, Weapon Finesse
Skills Bluff +11, Concentration +11, Disguise +3 (+5 acting), Hide +10, Knowledge (psionics) +12, Listen +11, Move Silently +10, Sense Motive +7, Spot +11, Use Psionic Device +7

STORM DISCIPLE

"My blade is the pure embodiment of the storm. I am but a vessel for its glorious discharge."

—Danre, storm disciple

A storm disciple is a character who decides that the best, most glorious way to serve his ideals is through the natural power, fury, and splendor of the storm. While he retains knowledge of mantles, he might have come to feel that those mantles are of lesser value than his connection to the storm.

A disciple delights in singing the song of the raging storm, of blackened skies where the thunder is born. He seeks to master the flow of electrical energy that infuses his chosen weapon with power, becoming a conduit for that astonishing energy.

BECOMING A STORM DISCIPLE

Almost all storm disciples, whether multiclass or single-classed, begin as divine minds or ardents. Ardents are often drawn to the universal truth embodied by the natural world and its energies. For them, becoming a storm disciple is a natural extension of their powers. Most divine minds who become storm disciples, on the other hand, are confident in their ability to serve their deity however they deem most fit, taking on the fury of the storm and their training in its use all on their own.

Entry Requirements

Base Attack Bonus: +5.
Skills: Knowledge (religion) 8 ranks.
Alignment: Any chaotic.
Special: Energy mantle or Natural World mantle.

CLASS FEATURES

Storm disciples take the power and fury of the storm and direct it in combat against their enemies. They can use this power to take an active role in combat, using their resistance and damage-dealing abilities to cut a swath through the field of battle. All the following are class features of the storm disciple prestige class.

Manifesting: At 2nd, 3rd, and 4th levels, you gain additional power points per day, an increase in manifester level, and access to new powers as if you had also gained a level in a manifesting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one manifesting class before becoming a storm disciple, you must decide to which class to which class to add each level for the purpose of determining power points per day, manifester level, and powers known.

Shocking Aura (Ex): At 1st level, you gain a special aura that is always active. You and allies within your aura deal an extra 1 point of electricity damage on weapon damage rolls. The area affected by this aura increases as you gain levels as shown on Table 2–7.

Resistance to Electricity (Ex): As you gain levels in this prestige class, you become increasingly resistant to electrical energy, gaining resistance to electricity in the amount shown on Table 2–7.

Stormwalker (Ex): At 3rd level, you and your mount (if any) can walk or ride through natural or magical storms at your regular speed, completely unaffected by high winds (including magically or psionically created high winds), pounding precipitation or waves, objects driven by the wind (which always seem to miss you), great claps of thunder, natural bolts of lightning, or any other natural storm phenomena.

Thunderblade (Su): At 5th level, your weapon gains the thundering special ability (DMG 225).

Table 2–7: The Storm Disciple **Hit Die: d10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Manifesting
1st	+1	+2	+0	+2	Shocking aura 5 ft.	—
2nd	+2	+3	+0	+3	Resistance to electricity 5	+1 level of existing manifesting class
3rd	+3	+3	+1	+3	Shocking aura 10 ft., stormwalker	+1 level of existing manifesting class
4th	+4	+4	+1	+4	Resistance to electricity 15	+1 level of existing manifesting class
5th	+5	+4	+1	+4	Shocking aura 15 ft., thunderblade	—

Class Skills (2 + Int modifer per level): Concentration, Craft, Diplomacy, Heal, Intimidate, Knowledge (religion), Psicraft, Sense Motive.

PLAYING A STORM DISCIPLE

You are a constant advocate for your beliefs through the power of storm, traveling the land and destroying any opposite-aligned cause that crosses your path with electrical fury. If you are part of an organized church, you are likely at the service of higher-level clergy, typically clerics. You might serve alongside paladins, whom you consider almost equal in divine favor.

Combat

You rely on a combination of martial prowess combined with a connection to the power of storms to defeat your enemies. As you gain levels, you unlock additional psionic abilities, though your manifesting abilities will not be as developed as if you had not followed the call of the storm. The abilities your focused study has granted you, however, more than make up for the lack of psionic advancement.

As with any martial psionic character, psionic powers with a manifesting time of 1 swift action or 1 immediate action are great choices, because they don't force you to choose between an action and a desired effect. Good choices include *burst, catfall, empty mind, evade burst, hustle,* and *psionic lion's charge*.

When fighting with allies, you'll serve as a front-line combatant, allowing other, less martial characters some measure of safety while they employ their own combat skills, abilities, spells, or powers.

Advancement

You always love it when it storms. As you train to become a storm disciple, you find yourself meditating out among the elements. Observers might think you insane, sitting out peacefully in furious thunderstorms that seem to rage all the fiercer for your presence. To you, though, these moments of connection are sublime.

Resources

If you are in the service of a deity, that is your greatest resource. As with most clerics and ardents, you can usually count on your temple or sanctuary, food and shelter, as well as time for study, training, and meditation. Beyond the temple of their particular deity, all disciples eventually hear of a place called the Storm Citadel—a place where all storm disciples are welcome, no matter their particular divine affiliation (or lack thereof).

Storm disciples define their connection to their deities through the raging energy of the storm

STORM DISCIPLES IN THE WORLD

"Say what ya waul about yet own priests and such, but I'm telling ya that Dante serves his god with th' crashing thunder an' blindin' lighting!"

—Geni Dogwaddle, half-orc ranger and barstool philosopher

A storm disciple need not be directly tied to a religious organization. One might be unaffiliated with any such group, and instead follow the power of the storm. In the Eberron campaign setting, storm disciples could work with the mysterious blue dragon enclave rumored to be the source of lightning storms in the mountains of Adar, in southern Sarlona. These storm disciples are followers of the Path of Light, but choose a more active role in the defense of their alpine refuge.

The Storm Citadel could be added near a mountain range where storms are frequent, such as the Adar mountains in Eberron, or could be placed atop an island near a major coastline or waterway, since lords of the storm are typically revered in coastal regions. A storm-shrouded peak amid the Nelanther Isles in the Forgotten Realms setting would be a perfect place to set a citadel full of worshipers of Talos and Umberlee who revere the power of the storm.

Organization

Some storm disciples choose to be part of a hierarchy of a church or priesthood that accepts them. Given the martial nature of storm disciples, these characters always serve the church in a military capacity. Some doctrines do not accept the devotion of a storm disciple, so these disciples are forced outside the hierarchy, where they continue to serve their deity as rogue operatives. Those who have no church affiliation often eschew organizations altogether, choosing a small band of companions to help them proceed in their chosen quests.

The most notable organization that includes storm disciples is located in the legendary Storm Citadel. The Storm Citadel is a black iron and stone fortress built atop a high peak thrust up into the belly of a permanent flashing thunderstorm. Open

parapets and balconies are subject to a constant stream of lightning strikes, howling winds, drenching rains, icy hail, and deafening thunder. Inside the many-roomed fortress, the elements are muted, but the shaking thunder, reflected flashes of exterior lightning, and strong, cool breezes find their way into every chamber.

The Storm Citadel's reputation isn't sterling, however—it is whispered among those who know of it that those who reside there have completely severed their ties with their former deity (if they ever had one in the first place) and instead worship only the howling madness of the thunderstorm.

Despite what these stories describe, however, those who live in the Storm Citadel are not required to give up any previous affiliation or belief. All that is required is an ability to appreciate (and survive!) the wild fury of a thunderstorm. The Storm Citadel is under the authority of a storm disciple called White Mary, who is happy to let anyone come and stay who can survive the ascent to the fortress.

Those who wish to become affiliated with the Storm Citadel gain some advantages of being a part of an organization, including contacts, inside information, a place to stay, and the camaraderie of fellow storm addicts. Storm disciples who aspire to join also agree to take on tasks assigned by Storm Citadel elders from time to time.

NPC Reactions

Among those NPCs who know of storm disciples, the starting attitude toward such characters is likely to be indifferent. There are simply too many varied goals to characterize the group as a whole as friend or foe to NPCs they might meet. Their unhealthy (to the average NPC) fascination with storms is also something that might prevent an NPC from wanting to be too close to a storm disciple—after all, just because the lightning doesn't strike the disciple doesn't mean the NPC is similarly blessed.

STORM DISCIPLE LORE

Characters with ranks in Knowledge (religion) or Knowledge (psionics) can research storm disciples to learn more about them. When a character makes a skill check, read or paraphrase the following, including information from lower DCs.

DC 10: Storm disciples are some kind of paladins who fight with blades of lighting.

DC 15: Actually, storm disciples have focused completely on their connection to storms.

DC 20: Storm disciples sometimes disappear for a year or more. When they reappear, if they do at all, they are circumspect about their past whereabouts, saying only that they had received a summons from some group or place called the Storm Citadel.

STORM DISCIPLES IN YOUR GAME

Because storm disciples are essentially martial characters, it should be easy enough to fit player character disciples into your game. Your player characters might also meet a storm disciple as either an ally or enemy.

Adaptation

The storm disciple is a well-contained class, and should work well in any game that allows psionic rules. The organization associated with the class, the Storm Citadel, is described as legendary and distant. The class's tie to the organization could be strengthened to give storm disciples more of a footprint in the world.

Sample Encounter

The next time your PCs deal with a large religious organization, either as an ally of or an enemy against, they might encounter Dante, a storm disciple.

EL 12: Dante is a storm disciple of St. Cuthbert. He warily questions the PCs about their recent activities in connection with a series of crimes in the area. He isn't prone to immediately attack, but any hostile action is met in kind.

DANTE — CR 12

Male human divine mind 7/storm disciple 5
CG Medium humanoid
Init +1; **Senses** Listen +4, Spot +4
Languages Common, Dwarven
Aura psychic aura (life) 20 ft., shocking aura 15 ft.
AC 25, touch 11, flat-footed 24
hp 101 (12 HD)
Fort +11, **Ref** +4, **Will** +13; +3 on saves against death spells and powers or psionic death effects
Resist electricity 15
Speed 20 ft. (4 squares); stormwalker
Melee mwk thundering longsword +16/+11 (1d8+4 plus 1 electricity/17–20)
Base Atk +10; **Grp** +14
Atk Options Cleave, Great Cleave, Power Attack
Combat Gear *potion of cure serious wounds*
Power Points/Day: 40; **Mantle Powers Known** (ML 6th):
2nd—*energy push* (DC 16), *from the brink**
1st—energy *ray, touch of health**
Mantles: Energy, Life
*New powers described in Chapter 4
Abilities Str 18, Dex 12, Con 14, Int 12, Wis 18, Cha 8
SQ thunderblade
Feats Cleave, Great Cleave. Improved Critical (longsword), Negotiator, Power Attack, Weapon Focus (longsword), Wild Talent[B]
Skills Concentration +17, Diplomacy +18, Knowledge (religion) +16, Sense Motive +21
Possessions combat gear plus *+2 full plate armor, +2 heavy steel shield,* masterwork longsword, *belt of giant strength +4, periapt of Wisdom +2*

Psychic Aura (Life) (Su) Dante and all allies within his aura gain +3 on saves against death spells and powers or psionic death effects.

Shocking Aura (Ex) Dante and all allies within his aura deal an extra 1 point of electricity damage on any successful weapon attack.

Hook "Truths unspoken are simply lies given no voice."

ZERTH CENOBITE

"Time is an illusion that the mind can learn to ignore."
—Zerth cenobite saying

The core of a zerth cenobites studies involve strict meditation on the nature of time and the body's movements through it, culminating in a martial art known as zerthin. Zerthin was first used at a special githzerai monastery called Zerth'Ad'Lun, located deep in the chaos-boil of Limbo. The chronal art has since been disseminated more widely, however.

Zerthin teaches that though the passage of time allows events to become chaotic and uncontrolled, a disciplined mind filled with a reservoir of psionic power can view the time stream as just one more dimension of space. This privileged point of view allows a zerth cenobite to see a moment or two into the past and future, thereby gaining insight as to where to place her next blow and how to best dodge the next blow of her foe. Practitioners of zerthin claim to be able to peer into the future, enhancing their martial expertise to unmatched heights.

BECOMING A ZERTH CENOBITE

Almost all zerth cenobites are monks who have gained the knowledge necessary to begin studying the rarefied art of zerthin. Many are githzerai, since zerthin was developed first in Zerth'Ad'Lun on Limbo, but after the first zerth cenobite broke the stricture and began teaching zerthin to nongithzerai, all the censure and displeasure of Limbo couldn't keep zerthin a purely githzerai psionic ability.

Entry Requirements

Base Attack Bonus: +4.
Skills: Concentration 9 ranks.
Manifesting: Power point reserve of at least 2.
Special: Still mind class feature.

CLASS FEATURES

As they advance in level, zerth cenobites gain abilities that allow them to manipulate time. They also gain a measure of psionic power, though not as much as a character who focuses on psionics.

Power Points/Day: You can manifest powers. Your ability to manifest powers is limited by the power points you have available. Your base daily allotment of power points is given on Table 2–8. In addition, you receive bonus power points per day if you have a high Wisdom score (see Table 2–1: Ability Modifiers and Bonus Power Points, EPH 18). Your race might provide bonus power points per day, as might certain feats and items. If you have power points from a different class, those points are pooled and can be used to manifest powers from either class.

Powers Known: You choose your powers from the psychic warrior power list. At 1st level, you know one psychic warrior power of your choice. Each time you attain a new level, you learn one new power. You can manifest any power that has a power point cost equal to or lower than your manifester level.

The total number of powers you can manifest per day is limited only by your daily power points.

You simply know your powers; they are ingrained in your mind. You do not need to prepare them (in the way that some spellcasters prepare their spells), though you must get a good night's sleep each day to regain all your spent power points.

The Difficulty Class for saving throws against zerth cenobite powers is 10 + the power's level + the zerth cenobite's Wis modifier. For example, the saving throw against a 2nd-level power has a DC of 12 + Wis modifier.

Maximum Power Level Known: You gain the ability to learn one 1st-level power when you take your first level in the prestige class. You attain the ability to master more complex powers at 4th, 7th, and 10th level.

To learn or manifest a power, you must have a Wisdom score of at least 10 + the power's level. For example, a zerth cenobite with a Wisdom score of 13 can manifest powers of 3rd level or lower.

Monk Abilities: Your zerth cenobite class levels stack with your monk levels for the purpose of determining your unarmed damage, bonus to Armor Class, and unarmored speed. Your class levels do not apply to other monk abilities, such as flurry of blows, slow fall, and so on. A monk who becomes a zerth cenobite can continue advancing as a monk.

Temporal Distillation (Su): Once per day, you are able to enter another time frame, moving much more quickly than other creatures around you. This concentrated burst of time essence allows you to take an additional move action during your turn.

Table 2–8: The Zerth Cenobite **Hit Die: d8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Powers Known	Maximum Power Level Known
1st	+0	+0	+2	+2	Monk abilities, temporal distillation (move action)	1	1	1st
2nd	+1	+0	+3	+3	Backslip 1/day	2	2	1st
3rd	+2	+1	+3	+3	Timeless step	3	2	1st
4th	+3	+1	+4	+4	Precognition 1/day	5	3	2nd
5th	+3	+1	+4	+4	Temporal distillation (standard action)	7	3	2nd
6th	+4	+2	+5	+5	Backslip 2/day	11	3	2nd
7th	+5	+2	+5	+5	Precognition 2/day	15	4	3rd
8th	+6	+2	+6	+6	Temporal strike	19	4	3rd
9th	+6	+3	+6	+6	Precognitive surge	23	4	3rd
10th	+7	+3	+7	+7	Temporal distillation (full-round action), timeless body	27	5	4th

Class Skills (4 + Int modifier per level): Autohypnosis, Concentration, Craft, Escape Artist, Hide, Jump, Knowledge (psionics), Knowledge (religion), Listen, Move Silently, Psicraft, Sense Motive, Spot, Tumble.

At 5th level, you are able to accomplish even more during the accelerated period, and can instead take an additional standard action (or move action) during your turn.

At 10th level, you have gained further mastery of that moment in time, and can take an additional full-round action (or a move action and a standard action) during your turn.

Backslip (Ps): At 2nd level, your mental mastery of temporal flow grows sufficiently large that you can gaze a few instants into the past. Using that knowledge, you can then slightly alter events that have just occurred. Once per day as an immediate action, you can reroll one roll that you have made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

At 6th level, you can use *backslip* twice per day.

Timeless Step (Ps): Once per day as a standard action at 3rd level and higher, you can step forward in time a number of rounds equal to or less than your Wisdom modifier (always into the future, never into the past). In effect, you seem to disappear, then reappear the appropriate number of rounds later. You reappear in the same orientation and condition as before. For you, no time has passed at all.

If the space from which you departed is occupied upon your return to the time stream, you appear in the closest unoccupied space, still in your original orientation. Determine the closest space randomly if necessary.

Precognition (Ps): Once per day at 4th level and higher, you can glimpse fragments of potential future events. This imperfect foreknowledge is good enough to grant you a +2 insight bonus that you can apply to an attack roll, a damage roll, a saving throw, or a skill check. You can elect to apply the bonus to the roll after you determine that your unmodified roll is lower than desired.

At 7th level, you can trigger your precognitive ability twice per day.

Temporal Strike (Ps): At 8th level and higher, once per day, when you damage a foe with your unarmed attack, you can attempt to send that foe reeling through the continuum of time. Declaring a *temporal strike* is a swift action that follows a successful melee attack. The target of the strike must make a Will saving throw (DC 10 + 1/2 your character level + your Wis modifier). If your foe fails his saving throw, he is hurled forward in time in addition to taking damage normally.

The subject is propelled 10 rounds forward in time by the violence of the strike. In effect, the subject seems to disappear through a hole punched in space, then reappears 10 rounds later. The subject reappears in the same orientation and condition as before. From the subject's point of view, no time has passed at all.

In each round following the strike before the subject falls back into the time stream, on what would have been the subject's turn, it can attempt a DC 15 Wisdom check. Success allows the subject to return. The subject can act normally on its next turn after returning to the time stream.

If the space from which the subject departed is occupied upon its return to the time stream, it appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

Precognitive Surge (Ps): At 9th level, you gain a powerful sixth sense that can be called upon once per day. This extraordinary precognition grants an insight bonus equal to your combined monk and zerth cenobite levels (maximum +25) on any single attack roll, opposed ability check or skill check, or saving throw. Alternatively, you can apply the insight bonus to your AC against a single attack (even if you are flat-footed). Activating this ability is an immediate action. You must choose to use a *precognitive surge* before you make the roll it is to modify.

Timeless Body (Ps): When you reach 10th level, once per day as a standard action your body can shift its biological processes to a static time stream where no time passes. While *timeless body* is active, you ignore all harmful (and helpful) effects, beginning when you trigger this power and ending at the end of your next turn. While in this state, you are invulnerable to all attacks and powers.

The zerth cenobite knows the secrets time hides

PLAYING A ZERTH CENOBITE

Understanding that the flow of time is just one more dimension to be conquered and moved through by volition, just as one can take a step forward or back, is a central tenet of reality for you. In day-to-day life, you might choose to set aside your more theoretical pursuits in favor of practical applications, especially if you have chosen to expand your experiences through adventuring.

Some zerth cenobites strike out alone, seeming to be merely monks of a particularly austere monastery. Most recognize the value of a team, however, for even a student of time can't be everywhere at once or fill every need.

Combat.

You use your ability to affect time to defeat your foes, as well as the limited access you have to manifest melee-oriented

psionic powers. As with any combatant, speed and precision are important ingredients in winning a fight. Taking feats and powers that decrease your chance of being hit (such as the Dodge feat and the *inertial armor* power) are good choices at any level, presuming you do not have a magic item or psionic item that duplicates the effect of *inertial armor*.

When you reach 4th level and have access to precognition, it is important to utilize the bonus early in a conflict, lest the melee end too soon (or worse, you become incapacitated) without the bonus being utilized.

At 8th level, when you gain the *temporal strike* ability, you have a choice: Try to weaken a group of attackers by attacking the weakest opponent and knocking him into the future, or try to punch a tougher opponent into the future so that the weaker opposition can be mopped up first. Generally, it is better to knock a weaker foe into the future—when the foe drops back into the time stream several rounds later, you and your allies will not be too debilitated to deal with the threat and can concentrate your efforts on him.

Advancement

Presuming you enter the class as a 7th-level character (6th-level monk/1st-level zerth cenobite), your opportunities to take additional character feats present themselves at cenobite levels 3rd, 6th and 9th. If you haven't previously taken psionic feats, these might be good opportunities to take the feat chain that includes Psionic Fist, Greater Psionic Fist, and Unavoidable Strike.

On the power side of the equation, you only have a limited number of powers that you'll ever be able to know. As taught by the philosophy of Zerthin, a good offence is a good defense—that is, avoiding taking damage allows you more time to deal it out. This philosophy is borne out in the following suggestions:

A 1st-level cenobite should consider learning *inertial armor*. At 2nd level, *dissipating touch*. At 4th level, *psionic lion's charge* is excellent. At 7th level, *mental barrier* is an excellent defensive power. Finally, at 10th level, *inertial barrier* is a solid choice.

Resources

One of the best resources available to you is the monastery where you received your training. A zerth monastery, at the least, provides every zerth cenobite with a place to sleep and basic shelter. Where cenobites have some standing and in turn take on some of the duties and quests handed out by a monastery, you can expect aid in the form of information. On some occasions, monks in training to be cenobites provide aid on short-term missions.

ZERTH CENOBITES IN THE WORLD

"She never spoke, but there was an eerie glint in her eye, as though she could see more than you were wantin' her to."

—Gunther Darkmetal, dwarven adventurer

If psionics play a part in a particular world, sooner or later a zerth cenobite will appear on the scene, hunting illithids or set on accomplishing some other austere task. PCs who treat a cenobite kindly might discover a whole new dimension to time and psionics.

Organization

Zerth cenobites are trained in monasteries that teach zerthin, the philosophy of time-like consciousness first developed and taught in a githzerai monastery called Zerth'Ad'Lun. Luckily for martial artists who are not native to Limbo, that knowledge has been disseminated, and several monasteries have sprung up in the material world. Cenobites who received their training in the original monastery have come to treat members of nongithzerai monasteries with respect, seeing them as sibling followers of zerthin.

A monk who joins a zerth monastery separates himself from the ordinary study of martial arts training and meditation to embrace fully the study of time. This is represented by the prerequisite necessity of Concentration ranks, as well as the Wild Talent feat. A character must also petition the monastery masters for membership. Depending on the monastery in question, the trial to determine suitability can be as simple as living within the monastery for a period of up to one month under a vow of silence, or as difficult as accepting a quest to slay a terrible marauding beast.

If the trial is successful, the supplicant is allowed to join the order. After a period of training, she is initiated into the order in a formal ceremony, called the Awakening, the rites of which are secret.

NPC Reactions

Most NPCs already suspect the average monk of following strict philosophical paths to enlightenment and martial mastery. NPCs who know of zerth cenobites specifically are still of a similar opinion, thus holding a starting attitude of indifferent toward characters of this prestige class.

ZERTH CENOBITE LORE

Characters with ranks in Knowledge (the planes) can research zerth cenobites to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some monks, called zerths, study a philosophy of martial art that focuses on the passage of time.

DC 15: Zerth cenobites are skilled warriors, capable of timing their kicks and punches just right because of their intimate knowledge of what is about to happen.

DC 20: Zerth cenobites originally hail from one monastery in Limbo called Zerth'Ad'Lun, which is a cloister populated almost completely by those of the githzerai race.

DC 30: Characters who achieve this level of success can learn important details about specific zerth cenobites in your campaign, including notable members, the areas where they operate, and the kind of activities they undertake.

ZERTH CENOBITES IN THE GAME

Because zerth cenobites are essentially monks, it's easy to add them to most games as NPCs.

For players, the prestige class appeals to monks who want to open their mind to psionic power while at the same time using that openness to enhance their combat ability through temporal adjustments.

Adaptation

In some ways, the zerth cenobite prestige class is closely tied to the existence of githzerai, it not concurrently, then at least their existence at some time in the past. Githzerai have become enough a part of general campaign lore that their existence in some shape or form is likely. However, in those games where githzerai do not exist, or where they are considered irrevocably evil, the focus of this class can be

Gravity is subjective in the monastery of Zerth'Ad'Lun

shifted away from githzerai. The new focus could be some entity or deity (or item) that deals in time, or merely a single monastery (such as Zerth'Ad'Lun, sans githzerai) where temporal arts are taught.

Sample Encounter

Any time the PCs are near a portal that leads to other planes, or if they have a monk in their group, they might be accosted by Keziah the Repudiator.

EL 13: Keziah the Repudiator, a zerth cenobite githzerai, has taken it upon herself to slay all nongithzerai zerth cenobites. If she doesn't find any nongithzerai cenobites, she'll settle for any nongithzerai who catches her eye. She feels that those learning zerth in who are not githzerai threaten the purity of the discipline, and despite the censure of the order, continues her crusade unabated.

Keziah the Repudiator — CR 13

Female githzerai monk 6/zerth cenobite 5
LN Medium humanoid (extraplanar)
Init +10; **Senses** darkvision 60 ft., Listen +4, Spot +4
Languages Common, Gith

AC 27, touch 23, flat-footed 21; Dodge
hp 64 (11 HD)
Resist evasion; **PR** 16
Fort +7, **Ref** +15, **Will** +13 (+15 against enchantments)
Immune normal disease

Speed 60 ft. (12 squares)
Melee *ki* strike (magic) +14/+9 (1d10+2) or
Melee flurry of blows +13/+13/+8 (1d10+2)
Atk Options Improved Disarm
Special Actions temporal distillation (extra standard action) 1/day, *timeless step* (4 rounds) 1/day
Combat Gear *javelin of lightning, oil of greater magic fang +3, oil of magic fang, potion of bull's strength*
Base Atk +7; **Grp** +13

Power Points/Day 19; **Psychic Warrior Powers Known** (ML 5th):
2nd—*psionic lion's charge*
1st—*empty mind, vigor*
Psi-Like Abilities (ML 5th):
3/day—*catfall, concussion blast* (2d6), *inertial armor, psionic daze* (8 HD, DC 11)
1/day—plane shift
Abilities Str 14, Dex 22, Con 12. Int 10, Wis 18, Cha 8
SQ *backslip 1/day, precognition, slow fall 30 ft.*
Feats Combat Reflexes[B], Dodge, Improved Disarm[B], Improved Grapple[B], Improved Initiative, Weapon Finesse, Weapon Focus (unarmed strike)
Skills Autohypnosis +16, Concentration +15, Hide +15, jump +25, Tumble +22
Possessions combat gear plus *amulet of natural armor +1, bracers of armor +3, gloves of Dexterity +2, ring of protection +7, 40 pp, 50 gp*

Monastery of Zerth'Ad'Lun

Sensei Belthomais is the revered leader of Zerth'Ad'Lun, a relatively well-known monastery in Limbo that enjoys great respect among githzerai. The rule of Zerth'Ad'Lun, called zerthin, is taught in the cloister's halls.

The monastery is built with the subjective gravity of Limbo in mind (any direction you decide is down, is down). A forest of towers protrudes from the spherical chunk of matter on which a city (also called Zerth'Ad'Lun) is built. The city surrounds the monastery, which exists inside, at the core of the sphere. Within, winding stairs connect "floors" with "walls" and with "ceilings." though really, all the surfaces are floors for those who don't mind adjusting their own subjective orientation.

The place has three great halls that are used for various aspects of zerthin training. At any given time, at least one of the halls contains a mentor and a class of several githzerai students going through the forms of their martial discipline. In more recent times, the monastery has also begun to accept nongithzerai students.

Another important aspect of zerthin is meditation. Hundreds of tiny cells can be found almost everywhere in the halls of the monastery, each lit by dim candles and draped in sound-foiling fabrics. Here the cenobites take advantage of quiet and solitude, perfecting their mastery of the time stream.

Powers are not the only facets of psionic mastery Studying the methodology of manifestation is almost as important as mastering a variety of reality-altering powers: Feats, for example, often, provide a psionic manifester with the ability to improve some element of his repertoire. A shrewd psionic character is well versed in the modification of his powers; the use of a clever strategy at the right moment can greatly magnify the effect of the same power used without metapsionic adjustment or without the support of other psionic feats.

An asterisk following a term in a feat description denotes a power, feat, or other ability that can be found in this book.

PSI-LIKE ABILITIES

Many feats useful for spellcasters and characters who have spell-like abilities are equally useful for characters or creatures that employ psi-like abilities instead of powers.

Psi-like abilities represent an innate psionic talent that is simply part of the creature's essential nature. Learning to use a psi-like ability requires no more training or effort than learning to perform a physical task such as climbing. It's easy enough that any creature or character with a psi-like ability is assumed to have completely mastered the skill almost as soon as the psi-like ability is acquired.

Using a psi-like ability requires concentration and absorbs the user's attention, and in many cases requires the user to tap into a sort of reservoir of psychic strength that can be depleted through too much use. (Any psi-like ability limited in the number of times it can be used per day works like this.) The expression of that mental action is an effect that resembles a psionic power in almost all regards.

Specific feats that creatures with psi-like abilities might find useful are mentioned below.

Combat Manifestation: This feat works equally well with powers or psi-like abilities.

Psionic Item Creation Feats: Creatures with psi-like abilities do not have the learned skill necessary to create items based on their psi-like abilities alone.

Psionic Endowment: Psionic Endowment and Greater Psionic Endowment have the same effect on powers manifested by means of psi-like abilities that they do on normal powers.

Power Penetration: Power Penetration and Greater Power Penetration have the same effect-on psi-like abilities that they do on normal powers.

Combat-Related Feats: A character who has psi-like abilities might be able to take advantage of feats such as Weapon Focus and Precise Shot.

Metapsionic Feats: In general, metapsionic feats cannot be used to modify psi-like abilities. To modify a psi-like ability, a character must use a feat designed specifically for that purpose. For example, a character could take the feats Empower Spell-Like Ability (MM 303) and Quicken Spell-Like Ability (MM 304) and apply them to psi-like abilities as well.

Creatures struck with dazzling energy powers are shaken by the overwhelming psionic exhibition

MANIFESTER LEVEL REQUIREMENTS

In the context of a feat or prestige class requirement, a manifester level prerequisite (such as "manifester level 5th") measures the character's ability to generate a minimum amount of psionic power. It is a measure of the strength of a character's psionic talent. Creatures that use psi-like abilities can qualify for feats or prestige classes requiring a minimum manifester level, provided they meet it. For example, Craft Universal Item has a requirement of manifester level 3rd.

MANIFESTING LEVEL REQUIREMENTS

A manifesting level requirement measures something a little different: the size and complexity of power the character can encompass within his mind. As powers increase in level, they become exponentially more complex, requiring an understanding of principles and feats of mental facility that are impossible for low-level characters to master. Psions and erudites (page 153) master these advanced principles through careful study; wilders intuit what they need to know.

Characters or creatures that use psi-like abilities never learn the intricacies of mental training necessary for advanced manifesting. Therefore, requirements based on levels of manifester (for example, "must be able to manifest 3rd-level powers") cannot be met by psi-like abilities, not even psi-like abilities that allow a character to use a specific psionic power of 3rd level or higher.

SPECIFIC POWER REQUIREMENTS

A requirement based on a specific power measures the existence of a specific capability: Is the character or creature in question capable of producing the necessary effect? Therefore, psi-like abilities do meet the requirements for specific power knowledge.

SOULKNIFE'S FREE DRAW ABILITY

The Soulknife's free draw ability counts as the Quick Draw feat for the purpose of qualifying for feats or prestige classes.

PSIONIC FEATS

Psionic feats are available only to characters and creatures with the ability to manifest powers. (In other words, they either have a power point reserve or have psi-like abilities.) Some psionic feats are also racial feats—benefits that are available only to individuals of a certain race, as indicated in the feat's Prerequisites entry. Psionic racial feats appear inside this section in alphabetical order, but they have been grouped in a separate table (see Table 3–2, page 51) for ease of reference.

Any psionic feats described in this section that have appeared in previous supplements supersede their earlier versions. For more information about psionic feats, see page 39 of *Expanded Psionics Handbook*.

DAZZLING ENERGY [PSIONIC]

Your facility with energy is such that enemies are shaken by your prowess.

Prerequisites: Know *energy missile** power, Privileged Energy*.

Benefit: When you manifest an energy power that specifies a single target in conjunction with your chosen energy (cold, electricity, fire, or sonic), the discharge of that energy is enhanced with a spectacular secondary visual or auditory display. The foe that you strike with the energy power is dazzled for 1 minute. A dazzled creature takes a –1 penalty on attack rolls, Search checks, and Spot checks. Sightless creatures are unaffected.

DEEP VISION [PSIONIC]

Your mental focus helps you see farther with darkvision.

Prerequisite: Darkvision.

Benefit: While you are psionically focused, the effective distance of your natural darkvision increases by 30 feet.

Special: This feat affects only permanent darkvision gained as part of a creature's race, type, or class, not from impermanent effects such as the *darkvision* spell or *goggles of night*.

DIRE FLAIL MIND BLADE [PSIONIC]

When you reshape your mind blade, you can change it into an exotic weapon: a dire flail.

Prerequisites: Ability to generate a mind blade, shape mind blade class feature.

Benefit: Any time you wish to reshape your mind blade using your shape mind blade class feature, you can add the dire flail to your shape repertoire. You are proficient with your dire flail mind blade—you are treated as if you possess the feat Exotic Weapon Proficiency (dire flail mind blade). The weapon is sized appropriately for you and deals damage as a dire flail.

DIRE STUN [PSIONIC]

When you choose to stun your foe with your lurk augment ability, your foe might be stunned for a long time.

Prerequisites: Lurk augment class feature (page 14), Extra Lurk Augment*.

Benefit: When you use a lurk augment to deal a stunning strike, the save DC against the stun is increased by 2, and the stun duration is increased by 1 round.

DON MANTLE [PSIONIC]

You gain the granted ability of a mantle you have tapped.

Prerequisite: Tap Mantle*.

Benefit: You gain the granted ability of a mantle you have accessed using the Tap Mantle feat.

Special: You can gain this feat multiple times. Each time you do, you choose a new mantle you have tapped with the Tap Mantle feat.

DROMITE BARRIER [PSIONIC, RACIAL]

You can convert uses of your energy ray psi-like ability into walls of energy.

Prerequisites: Dromite, Dromite Ray*, 3 HD.

Benefit: You can use one (or more) of your *energy ray* uses for the day to create a wall of energy of your chosen energy type. When you use this ability in conjunction with triggering *energy ray* as a psi-like ability, you create a 10-foot-by-10-foot vertical plane of energy. The opaque wall's near endpoint begins at any corner of your space and extends in a straight line 10 feet long (or as long as space permits, if the area is smaller). The wall lasts for 1d4 rounds.

Any creature passing through the wall takes damage equal to the damage your *energy ray* psi-like ability would normally deal. If you create a wall so that it appears where creatures are, each creature takes damage as if passing through the wall. Either way, a successful Reflex save halves this damage (DC 10 + 1/2 your HD + your Con modifier).

DROMITE RAY [PSIONIC, RACIAL]

You can use your *energy ray* psi-like ability more often.

Prerequisite: Dromite.

Benefit: You can use the *energy ray* granted by your dromite heritage two more times per day.

Normal: A dromite's *energy ray* can only be used once per day.

Special: You can take this feat multiple times. Each time you take it, you gain two additional daily uses of your *energy ray* psi-like ability.

DUERGAR EXPANSION [PSIONIC, RACIAL]

You can use your *expansion* psi-like ability more often.

Prerequisites: Duergar, *expansion* psi-like ability.

Benefit: You can use the *expansion* psi-like ability granted by your duergar heritage a total of three times per day.

Normal: A duergar's *expansion* psi-like ability can only be used once per day.

Special: You can gain this feat multiple times. Each time you take the feat, you gain two additional daily uses of your *expansion* ability.

DUERGAR INVISIBILITY [PSIONIC, RACIAL]

You can use your *invisibility* psi-like ability more often.

Prerequisites: Duergar, *invisibility* psi-like ability.

Benefit: You can use the *invisibility* psi-like ability granted by your duergar heritage a total of three times per day.

Normal: A duergar's *invisibility* psi-like ability can only be used once per day.

Special: You can gain this feat multiple rimes. Each time you take the feat, you gain two additional daily uses of your *invisibility* ability.

DWARVEN URGROSH MIND BLADE [PSIONIC]

When you reshape your mind blade, you can change it into an exotic weapon: a dwarven urgosh.

Prerequisites: Ability to generate a mind blade, shape mind blade class feature.

Benefit: Any time you wish to reshape your mind blade using your shape mind blade class feature, you can add the dwarven urgosh to your shape repertoire. You are proficient with your dwarven urgosh mind blade—you are treated as if you possess the feat Exotic Weapon Proficiency (dwarven

Table 3–1: Psionic Feats

Feat	Prerequisites	Benefit
Deep Vision	Darkvision	Natural darkvision range increases by 30 feet
Dire Flail Mind Blade	Mind blade, shape mind blade	Shape mind blade into dire flail
Dire Stun	Lurk augment, Extra Lurk Augment	+2 DC, stunning strike augment
Dwarven Urgosh Mind Blade	Mind blade, shape mind blade	Shape mind blade into dwarven urgosh
Ectopic Form		
Agile Loper	Know *astral construct*	Construct becomes quicker and more agile
Alabaster Aerial	Know *astral construct*	Construct can fly
Amber Tunneler	Know *astral construct*	Construct can burrow
Anathemic Carapace	Any ectopic form, know *astral construct*	Construct deals 1d6 +1d6 per HD when destroyed
Astral Aquan	Know *astral construct*	Construct can swim
Ebony Stinger	Any ectopic form, know *astral construct*	Constructs attacks are piercing and deal 1 point of Con damage
Emerald Gyre	Know *astral construct*	Construct gains improved grab
Iridescent Serpent	Know *astral construct*	Construct gains energy resistance 10 to 1 energy type
Elemental Envoy	Knowledge (the planes) 1 rank, Psicrystal Affinity	Gain an elemental steward instead of a psicrystal
Envoy Cognizance	Knowledge (the planes) 1 rank, Psicrystal Affinity, Elemental Envoy	Elemental steward enhances your energy powers
Enervation Endurance	Psychic enervation	Suffer half power point loss when enervated
Enhanced Beneficence	Psychic aura	Increase size of your psychic aura by 5 feet
Euphoric Reduction	Surging euphoria +1	Gain alternate surging euphoria ability
Focused Perception	Blind-Fight	Gain blindsense 60 feet for 1 round.
Focused Shield	Shield Proficiency	Shield's AC bonus increased by 1
Focused Skill User	—	+2 bonus in three skills while psionically focused
Gestalt Anchor	Any host feat or kalashtar, base Will save +3	+2 bonus on init checks and Ref saves while within 60 ft. of hosting allies
Instinctive Consummator	Str 13, Power Attack, Cleave	Expend focus to confirm critical
Invest Armor	Armor proficiency	+3 armor bonus against one attack
Energize Armor	Invest Armor	Energy resistance 10 against next energy attack
Lurk Augment, Extra	Lurk augment	Use lurk augment 3 extra times/day
Lurk Augment, Ranged	Lurk augment	Use lurk augments for ranged attacks
Lurk Master	Lurk augment	Use lurk augments as a lurk 2 class levels higher
Mantle Focus	Access to 1 psionic mantle	+1 to save DCs for mantle powers
Mental Juggernaut	Ability to gain psionic focus	Gain a bonus to saves against daze or stun effects
Mind Cleave	Mind blade, psychic strike	Drain foe's mental energy to charge mind blade
Mind Empowerment	Mind blade, psychic strike, Mind Cleave	Drain off defeated foe's mental energy to deal additional psychic strike damage
Mind Strike, Focused	Mind blade, psychic strike +1d8	Deal extra die of damage with psychic strike
Mind Strike, Swift	Mind blade, psychic strike +2d8	Imbue psychic strike as swift action/–2 attack penalty
Orc Double Axe Mind Blade	Mind blade, shape mind blade	Shape mind blade into orc double axe
Postpone Enervation	Psychic enervation, wild surge +2	Delay psychic enervation up to 3 rounds
Practiced Manifester	Psicraft 4 ranks	Manifester level increases by 4 (max your HD)
Privileged Energy	Ability to manifest *energy missile*	Deal +1 damage per die with chosen energy
Dazzling Energy	Ability to manifest *energy missile,* Privileged Energy	Dazzle foe affected by your privileged energy
Psymbiot	Knowledge (psionics) 8 ranks, manifester level 3rd	Gain +2 bonus on ability checks, skill checks, and saving throws while within 10 feet of psionic entities
Skin of the Construct	Know *astral construct*	Absorb construct aspects you'd otherwise manifest
Stygian Archon	Know two negative energy powers	Manifest negative energy powers at +1 ML
Tap Mantle	Access to one psionic mantle	Add mantle powers to powers known
Don Mantle	Tap Mantle	Gain mantle ability
Extra Aura	Don Mantle, psychic aura	Gain additional psychic aura
Two-Bladed Mind Blade	Mind blade, shape mind blade	Shape mind blade into two-bladed sword
Volatile Escalation	Volatile mind	Force enemy to pay extra 1d4 power points
Volatile Leech	Volatile mind	Absorb extra power points from victim

urgrosh mind blade). The weapon is sized appropriately for you and deals damage as a dwarven urgrosh.

Ectopic Form [Psionic]

This fear allows you to create astral constructs with distinct appearances and specialties.

Prerequisite: Know *astral construct* power.

Benefit: The astral constructs you create using this feat vary in appearance and talents.

Special: You can gain Ectopic Form multiple times. Each time you take the feat, it applies to a new form of astral construct. You can only apply one of the following feats to each astral construct you create. When you use this fear, refer to the preconstructed astral constructs of particular kinds on pages 121-128.

Table 3–2: Psionic Racial Feats

Feat	Prerequisites	Benefit
Dromite Ray	Dromite	Use *energy ray* psi-like ability 2 more times/day
Dromite Barrier	Dromite, Dromite Ray, 3 HD	Use *energy ray* psi-like ability to create an energy wall
Duergar Expansion	Duergar, *expansion*	Use *expansion* 3 + Cha mod times/day
Duergar Invisibility	Duergar, *invisibility*	Use *invisibility* more times/day
Elan Repletion, Enhanced	Elan	Do not require food or water
Elan Resilience, Enhanced	Elan	Can reduce damage taken by 4 points/1 power point
Elan Resistance, Enhanced	Elan	Spend 1 point for +6 bonus on saves for 1 round
Elan Retainment	Elan, 3 HD	1/day spend 3 points to maintain psionic focus
Githyanki Charm	Githyanki, *psionic daze*	Able to use *psionic charm* instead of *psionic daze*
Githyanki Control	Githyanki, *far hand*	Able to use *control object* instead *of far hand*
Githyanki Dismissal	Githyanki, *dimension door*	Able to use *psionic dismissal* instead *of dimension door*
Githyanki Ectoform	Githyanki, *concealing arnorpha*	Able to use *ectoplasmic form* instead of *concealing arnorpha*
Githzerai Burst	Githzerai, *cat fall*	Able to use *burst* instead of *cat fall*
Githzerai Feedback	Githzerai, *inertial armor*	Able to use *biofeedback* instead of *inertial armor*
Githzerai Knock	Githzerai, *concussion blast*	Able to use *psionic knock* instead of *concussion blast*
Githzerai Link	Githzerai, *psionic daze*	Able to use *mindlink* instead *of psionic daze*
Half-Giant Stomp	Half-giant, *stomp*	Use *stomp* three times/day.
Half-Giant Thunderer	Half-giant, stomp	*Stomp* psi-like ability is doubly effective
Maenad Fury	Maenad	Use outburst 1/2 HD times/day
Maenad Scream	Maenad	Use *energy ray* (sonic) 3 + Cha mod times/day
Maenad Scream, Deafening	Maenad	Your *energy ray* (sonic) deals +1 per damage die and deafens targets
Synad Multitask, Enhanced	Synad	Use multitask racial trait 2/day.
Thri-Kreen Carapace	Thri-Kreen	Add +1 to natural armor bonus
Thri-Kreen Claw	Thri-Kreen, *metaphysical claw*	Use *metaphysical claw* 3 times/day
Thri-Kreen Displacement	Thri-Kreen, *psionic displacement*	Use *psionic displacement* 3 times/day
Thri-Kreen Poison	Thri-Kreen, poison	Use poison 3 times/day
Xeph Burst, Extra	Xeph	Use burst 3 times/day
Xeph Celerity	Xeph	Use burst to gain an extra attack

Ectopic Form (Agile Loper)

Astral constructs you create with this form take on a distinctive quadruped appearance. They are quicker and more agile than normal.

Benefit: When you create an astral construct using this form, you imbue it with +4 bonus on initiative checks and a +20-foot increase to its base speed.

An agile loper construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power. Agile lopers appear as sleek, centaurlike quadrupeds with pale fur, humanoid torsos, and black, ramlike horns on their foreheads.

Ectopic Form (Alabaster Aerial)

Astral constructs you create with this form take on a distinctive humanoid appearance, but possessing wings instead of arms. They are natural fliers.

Benefit: When you create an astral construct using this form, you shape its arms into wings and give its feet a distinctive handlike appearance. The addition of wings grants your alabaster aerial a fly speed of 20 feet (average). An alabaster aerial of at least 4th level has a fly speed of 30 feet (average), and an alabaster aerial of at least 7th level has a fly speed of 40 feet (average).

An alabaster aerial construct is the same base size as an unmodified astral construct fashioned with the astral construct power. Alabaster aerials appear as silvery-white humanoids with wings for arms and large hands on the ends of their legs, rather than feet. They use their wings for flight and their feet for pummeling opponents.

Ectopic Form (Amber Tunneler)

Astral constructs you create with this form take on a distinctive many-legged form, with short, strong legs.

Benefit: When you create an astral construct using this form, you give it short, powerful legs that can be used for digging in the ground at great speed. The creature is a natural tunneler, having a burrow speed equal to its base land speed.

An amber tunneler construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power. Amber tunnelers appear as amber-colored, many-legged, buglike burrowers that are wide and low to the ground, possessing powerful legs for digging or attacking.

Ectopic Form (Anathemic Carapace)

Astral constructs you create with this form take on a distinctive buglike appearance, and harbor a retributive energy that is unleashed if they are destroyed.

Additional Prerequisite: Ectopic Form (any form).

Benefit: When you create an astral construct using this form, you imbue it with latent energy that is unleashed in a destructive burst when the construct is destroyed, dealing up to 1d6 points of damage plus an extra 1d6 points for every Hit Die of the construct to every adjacent creature (Reflex half; DC 10 + 1/2 constructs HD). You can choose to detonate an anathemic carapace construct as a standard action if you have unobstructed line of sight to your creation. Each round, starting in the round after it appears, the damage of an anathemic carapace's burst reduces by 1d6 points.

An anathemic carapace construct is the same base size as an unmodified astral construct fashioned with the astral construct power. Anathemic carapaces appear as oversized, red scarabs, eyes blazing with the destructive power they contain.

Ectopic Form (Astral Aquan)

Astral constructs you create with this form take on a distinctive eel-like appearance, with a pair of long tentacles protruding from its mouth. They are natural swimmers.

Benefit: When you create an astral construct using this form, you shape it into an eel with two tentacles protruding from its mouth. The construct is imbued with a swim speed of 60 feet.

An astral aquan construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power. Astral aquans appear as silvery-blue eels with, two long tentacles protruding from their mouths. They use these tentacles for pummeling opponents.

Ectopic Form (Ebony Stinger)

Astral constructs you create with this form take on a distinctive spiderlike appearance, with a large hooked tail tipped with a wickedly barbed stinger.

Additional Prerequisite: Ectopic Form (any form).

Benefit: When you create an astral construct using this form, you shape a large hooked tail tipped with a barbed stinger. Each of the creature's attacks is made with this tail, which does piercing damage rather than bludgeoning damage. In addition, an ebony stingers attacks deal 1 point of Constitution damage in addition to their normal damage (Fortitude negates; DC 10 + 1/2 construct's HD). Creatures immune to poison are likewise immune to this effect.

An ebony stinger construct is the same base size as an unmodified astral construct fashioned with the astral *construct* power. Ebony stingers appear as shiny black spiders with a hooked tail that is tipped with a wicked barb, capable of delivering a minor poison.

Ectopic Form (Emerald Gyre)

Astral constructs you create with this form take on a distinctive apelike appearance, with the exception of a third armlike limb that grows out of the middle of the back.

Benefit: When you create an astral construct using this form, you shape a third arm in the middle of the creature's back that is used to assist in grabbing opponents, granting the construct the improved grab menu B ability (EPH 186).

An emerald gyre construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power. An emerald gyre appears as a green humanoid (size depends on the level of construct) that possesses a third arm growing from the middle of its back.

Ectopic Form (Iridescent Serpent)

Astral constructs you create with this form take on a distinctive serpentine appearance and possess an energetic quality that can change from construct to construct.

Benefit: When you create an astral construct using this form, you imbue it with a form of energy of your choice (acid, cold, electricity, or fire). The construct gains resistance 10 to the chosen energy type.

An iridescent serpent construct is the same base size as an unmodified astral construct fashioned with the *astral construct* power. They appear as serpents with a clubbed tail that delivers a blow enhanced by a chosen energy type.

ELAN REPLETION, ENHANCED [PSIONIC, RACIAL]

As an elan, you can sustain yourself with repletion longer than other members of your race.

Prerequisite: Elan.

Benefit: You never need to eat or drink again, and instead you rely entirely on your psionic metabolism to provide optimum nutrition and hydration.

Normal: A typical elan can sustain himself without food or water for 24 hours if he spends 1 power point.

ELAN RESILIENCE, ENHANCED [PSIONIC, RACIAL]

As an elan, you can prevent greater amounts of damage than other members of your race.

Prerequisite: Elan.

Benefit: As an immediate action, you can reduce the damage you are about to take by 4 points for every 1 power point spent.

Normal: A typical elan can reduce damage he is about to take by 2 points for every 1 power point spent.

ELAN RESISTANCE, ENHANCED [PSIONIC, RACIAL]

As an elan, you can resist harmful effects more readily than other members of your race.

Prerequisite: Elan.

Benefit: As an immediate action, you can spend 1 power point to gain a +6 racial bonus on saving throws until the beginning of your next turn.

Normal: A typical elan gains a +4 racial bonus on saving throws until the beginning of his next turn.

ELAN RETAINMENT [PSIONIC, RACIAL]

You can use your psionic metabolism to aid your ability to retain your psionic focus when you would otherwise expend it.

Prerequisites: Elan, 3 HD.

Benefit: Once per day as an immediate action, you can spend 3 power points to maintain your psionic focus, even it you have just taken an action that would normally expend it.

ELEMENTAL ENVOY [PSIONIC]

This feat allows you to acquire an elemental steward: an emberling (fire), a geodite (sonic), an arctine (cold), or a tempestan (electricity). This elemental steward acts as an envoy in place of a psicrystal. This envoy remains with you for an indefinite period of time, until dismissed or destroyed. (Elemental stewards are described in Chapter 5, starting on page 130.)

Prerequisites: Knowledge (the planes) 1 rank, Psicrystal Affinity.

Benefit: When you are able to acquire a new psicrystal, you can select an elemental steward instead. The type of steward—emberling (fire), geodite (sonic), arctine (cold), or tempestan (electricity)—depends on your preference, unless you have the Privileged Energy teat, in which case the steward must match the energy type.

Enlad's mental mastery allows her to reduce the effects of enervation to little more than an annoyance

As you advance in power, your elemental steward also increases in power; see the Elemental Stewards as Envoys sidebar.

Special: You cannot simultaneously possess both a psicrystal and an elemental envoy.

ENERGIZE ARMOR [PSIONIC]

You can charge your armor with psionic energy, making it resistant to energy damage.

Prerequisite: Invest Armor*.

Benefit: You can expend your psionic focus to infuse your armor with psychic energy. This gives you resistance 10 against the next attack or effect with an energy descriptor that affects you. Using this feat is an immediate action (it can be used on another creature's turn) in reaction to being affected by a spell, effect, or attack that deals energy damage and does not provoke attacks of opportunity.

ENERVATION ENDURANCE [PSIONIC]

When facing the aftermath of a wild surge, enervation doesn't sap your power points.

Prerequisite: Psychic enervation class feature.

Benefit: Repeated exposure to wild surges and their debilitating aftereffects has increased your resistance to psychic enervation. From now on, when you become enervated, you lose power points equal to one-half your wilder level, although you are still dazed until the end of your next turn.

Normal: A wilder overcome by psychic enervation is dazed until the end of his next turn and loses a number of power points equal to his wilder level.

ENHANCED BENEFICENCE [PSIONIC]

Your psychic aura is larger than normal, reflecting your devotion to your deity.

Prerequisite: Psychic aura class feature.

Benefit: The radius of your psychic aura increases by 5 feet (the radius of your aura would be 10 feet at 1st level, instead of 5 feet).

ENVOY COGNIZANCE [PSIONIC]

When your elemental envoy is nearby, its associated energy enhances your ability to manifest energy powers.

Prerequisites: Knowledge (the planes) 1 rank. Psicrystal Affinity, Elemental Envoy*.

Benefit: Because you have chosen to replace your psicrystal with an elemental steward -either an emberling (fire), a geodite (sonic), an arctine (cold), or a tempestan (electricity)—you can now utilize its associated energy to enhance any power you manifest that has the same energy descriptor. While your elemental envoy remains adjacent to you, you manifest these powers at one manifester level higher than normal.

EUPHORIC REDUCTION [PSIONIC]

Channel your euphoric surge into a boost for one of your skills.

ELEMENTAL STEWARDS AS ENVOYS

The special abilities of an elemental envoy advance in a way similar to that of a psicrystal. As you increase in level, your elemental envoy gains a bonus to its natural armor, its Charisma score (which affects the save DCs of its psi-like abilities), and the manifester level for its psi-like abilities. Special abilities on the table refer to the psicrystal special abilities of the same name (*EPH* 22).

Manifester Level	Natural Armor Adj.	Cha Adj.	ML Adj.	Special
1st–2nd	+0	+0	+0	Alertness, improved evasion, share powers, telepathic link
3rd–4th	+1	+1	+0	—
5th–6th	+2	+2	+1	Deliver touch powers
7th–8th	+3	+3	+2	Telepathy 100 ft.
9th–10th	+4	+4	+3	—
11th–12th	+5	+5	+4	Power resistance
13th–14th	+6	+6	+5	—
15th–16th	+7	+7	+6	Channel power
17th–18th	+8	+8	+7	—
19th–20th	+9	+9	+8	—

Prerequisite: Surging euphoria +1 class feature.

Benefit: When you trigger your surging euphoria, you can choose to channel it into a concentrated boost of physical resilience. Instead of gaining a bonus on attack rolls, damage rolls, and saving throws, you gain damage reduction equal to three times the surging euphoria level to which you have access.

For instance, a 6th-level wilder with this feat who uses wild surge to boost her manifester level by two and uses surging euphoria can gain damage reduction 3/— for 2 rounds.

EXTRA AURA [PSIONIC]

You gain the aura ability of a mantle you have donned.

Prerequisites: Don Mantle*, psychic aura class feature.

Benefit: You gain the ability to generate a psychic aura based on a mantle you have accessed with the Don Mantle feat. When you generate a psychic aura, you can also choose the aura granted by the mantle from the associated Don Mantle feat.

Special: You can gain this feat multiple times. Each time you do, you choose a new mantle you have donned with the Don Mantle feat.

FOCUSED PERCEPTION [PSIONIC]

When you concentrate your faculties, your power of sight pierces the darkness.

Prerequisite: Blind-Fight.

Benefit: You must expend your psionic focus to use this feat. When you expend your psionic focus, you gain blindsense out to 60 feet for 1 round.

FOCUSED SHIELD [PSIONIC]

Your mental focus makes you more adept at using your shield.

Prerequisite: Shield Proficiency.

Benefit: While you are psionically focused and holding a ready shield with which you are proficient, the AC bonus provided by your shield increases by 1.

FOCUSED SKILL USER [PSIONIC]

You can take advantage of your psionic focus in new ways.

Benefit: When you first take this feat, choose three skills in which you have ranks. While you are psionically focused, you gain a +2 competence bonus on skill checks when using any of these three skills.

Special: You can take this feat multiple times. Each time, choose three additional skills in which you have ranks.

GESTALT ANCHOR [PSIONIC]

You have a strong bond to the psionic entity you host. When you are around other hosts, you can move and act together as a fluid unit.

Prerequisites: Any host feat* or kalashtar, base Will save +3.

Benefit: While you are psionically focused and within 60 feet of an ally that serves as a host or who is a kalashtar, you and all host or kalashtar allies within 60 feet gain a +2 insight bonus on initiative checks and Reflex saves.

GITHYANKI CHARM [PSIONIC, RACIAL]

You can leverage your *psionic daze* psi-like ability to gain greater control over subjects.

Prerequisites: Githyanki, *psionic daze* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *psionic daze* psi-like ability granted by your githyanki heritage to instead gain the use of *psionic charm* as a psi-like ability. Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHYANKI CONTROL [PSIONIC, RACIAL]

You can leverage your *far hand* psi-like ability to gain greater control over objects.

Prerequisites: Githyanki, *far hand* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *far hand* psi-like ability granted by your githyanki heritage to instead gain the use of *control object* as a psi-like ability. Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHYANKI DISMISSAL [PSIONIC, RACIAL]

You can leverage your *dimension door* psi-like ability to gain greater control over other creatures' locations.

Prerequisites: Githyanki, *dimension door* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *dimension door* psi-like ability granted by your githyanki heritage to instead gain the use of *psionic dismissal* as a psi-like ability. Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHYANKI ECTOFORM [PSIONIC, RACIAL]

You can leverage your *concealing amorpha* psi-like ability to gain greater control over your own body.

Prerequisites: Githyanki, *concealing amorpha* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *concealing amorpha* psi-like ability granted by your githyanki heritage to instead gain the use of *ectoplasmic form* as a psi-like ability. Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHZERAI BURST [PSIONIC, RACIAL]

You can leverage your *cat fall* psi-like ability to gain greater control over yourself in your environment.

Prerequisites: Githzerai, *cat fall* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *cat fall* psi-like ability granted by your githzerai heritage to instead gain the use of *burst* as a psi-like ability. Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHZERAI FEEDBACK [PSIONIC, RACIAL]

You can leverage your *inertial armor* psi-like ability to further insulate yourself from harm.

Prerequisites: Githzerai, *inertial armor* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *inertial armor* psi-like ability granted by your githzerai heritage to instead gain the use of *biofeedback* as a psi-like ability. Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHZERAI KNOCK [PSIONIC, RACIAL]

You can leverage your *concussion blast* psi-like ability to gain such fine control over manipulating force that you can open locks or sealed doors.

Prerequisites: Githzerai, *concussion blast* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *concussion blast* psi-like ability granted by your githzerai heritage to instead gain the use of *psionic knock* as a psi-like ability. Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

GITHZERAI LINK [PSIONIC, RACIAL]

You can leverage your *psionic daze* psi-like ability to forge direct mental contact with another creature.

Prerequisites: Githzerai, *psionic daze* psi-like ability.

Benefit: You can expend one or more of your daily uses of the *psionic daze* psi-like ability granted by your githzerai heritage to instead gain the use of *mindlink* as a psi-like ability. Your manifester level for this effect is equal to 1/2 your Hit Dice (minimum 1st).

HALF-GIANT STOMP [PSIONIC, RACIAL]

You can use your *stomp* psi-like ability more often.

Prerequisites: Half-giant, *stomp* racial trait.

Benefit: You can use the stomp granted by your half-giant heritage three times per day.

Normal: A half-giant's *stomp* can be used once per day.

Special: You can take this feat multiple times. Each time you take it, you gain two more daily uses of your *stomp* psi-like ability.

HALF-GIANT THUNDERER [PSIONIC, RACIAL]

You can use your *stomp* psi-like ability to far greater effect.

Prerequisites: Half-giant, *stomp* racial trait.

Benefit: When you use the *stomp* ability granted by your half-giant heritage, your manifester level is equal to your character level.

Normal: The effect of a half-giant's *stomp* psi-like ability is calculated as if the half-giant's manifester level were equal to 1/2 the half-giant's HD.

INSTINCTIVE CONSUMMATOR [PSIONIC]

You always make good on your threats.

Prerequisites: Str 13, Power Attack, Cleave.

Benefit: You must expend your psionic focus to use this feat. Whenever you threaten a living foe with a critical hit on a melee attack, you can choose to automatically confirm the critical hit.

Normal: All hits that threaten a critical hit must be confirmed with an additional successful attack roll.

INVEST ARMOR [PSIONIC]

You can charge your armor with additional protective qualities.

Prerequisite: Proficient with armor worn.

Benefit: You can expend your psionic focus to increase the armor bonus of the armor that you're wearing by 3. Using this feat is an immediate action (it can be used on another creature's turn) in reaction to being the target of an attack. You must decide whether or not to use this feat before the result of your opponent's attack roll is determined.

LURK AUGMENT, EXTRA [PSIONIC]

You can use your lurk augment more often than normal.

Prerequisite: Lurk augment class feature.

Benefit: You can use your lurk augment class feature three more times each day.

LURK AUGMENT, RANGED [PSIONIC]

You can use some of your lurk augments in conjunction with a ranged attack.

Prerequisite: Lurk augment class feature.

Benefit: You can apply the following lurk augments to your ranged attack: Additional sneak attack, solid strike, ignore concealment, mental assault, deceptive strike, sneak attack undead, ghost touch, aligned attack, sneak attack constructs, planar attack, or synaptic disconnect.

Special: Lurk augments applied to ranged attacks only affect a target within 30 feet.

LURK MASTER [PSIONIC]

You are more skilled in augmenting your attack than your training would indicate.

Prerequisite: Lurk augment class feature.

Benefit: You can treat your lurk level as two higher than it actually is when determining what abilities you can select with your lurk augment class feature.

MAENAD FURY [PSIONIC, RACIAL]

You can use your outburst racial trait more often.

Prerequisite: Maenad.

Benefit: You can use the outburst racial trait granted by your maenad heritage three times per day.

Normal: A maenad's outburst racial trait can be used once per day.

Special: You can gain this feat multiple times. Each time you take this feat, you gain two additional daily uses of your outburst ability.

MAENAD SCREAM [PSIONIC, RACIAL]

You can use your *energy ray* (sonic) psi-like ability more often.

Prerequisite: Maenad.

Benefit: You can use the *energy ray* (sonic) psi-like ability granted by your maenad heritage three times per day.

Normal: A maenad's *energy ray* (sonic) can be used once per day.

Special: You can gain this feat multiple times. Each time you take this feat, you gain two additional daily uses of your *energy ray* (sonic) psi-like ability.

MAENAD DEAFENING SCREAM [PSIONIC, RACIAL]

You can use your *energy ray* (sonic) psi-like ability to better effect.

Prerequisite: Maenad.

Benefit: Whenever you use the *energy ray* (sonic) ability granted by your maenad heritage, you deal an extra 1 point of damage per die. Creatures that take damage from the ray are deafened for 2d6 rounds if they fail a Fortitude save (DC 10 +1/2 your HD + your Con modifier).

Normal: An *energy ray* deals –1 point of damage per die and does not deafen its targets.

MANTLE FOCUS [PSIONIC]

The powers from one of your mantles become more potent.

Prerequisite: Access to one psionic mantle.

Benefit: Add 1 to the Difficulty Class for all saving throws against powers from the mantle you select. This bonus stacks with the bonus provided from feats such as Psionic Endowment.

Xervxes the soulknife reenergizes his psychic strike from the energy drained from his foe

Special: You can gain this fear multiple times. Each time you take the feat, it applies to a new mantle.

MENTAL JUGGERNAUT [PSIONIC]

You are adroit at avoiding the mind blasting effects of certain psionic abilities and powers.

Prerequisite: Ability to gain psionic focus.

Benefit: As an immediate action, you can expend your psionic focus to ignore the consequences of a failed save against any power, psi-like ability, or other psionic or magical effect that would otherwise daze or stun you. You can decide to use this feat after you have rolled and determined the potential outcome of your roll.

Special: If you choose not to expend your psionic focus, you gain a +2 bonus on your saving throw against any power, psi-like ability, or other psionic or magical effect that would daze or stun you. When you are not psionically focused, you still gain a +1 bonus on saves against effects that would otherwise daze or stun you.

MIND CLEAVE [PSIONIC]

When you lay low a foe, you drain off a portion of its excess mental energy into the conduit of your mind blade.

Prerequisites: Mind blade class feature, psychic strike class feature.

Benefit: If you deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points or killing it) with your mind blade, you drain off a portion of the creature's liberated energy of consciousness. The liberated energy automatically charges the blade used to fell the foe as if you had imbued it with your psychic strike class feature.

MIND EMPOWERMENT [PSIONIC]

When you lay low a foe, you drain off a portion of its excess mental energy into the conduit of your mind blade.

Prerequisites: Mind blade class feature, psychic strike class feature, Mind Cleave*.

Benefit: If you deal a creature enough damage to make it fall (typically by dropping it to below 0 hit points or killing it) with your mind blade, you capture a greater portion of the creature's liberated energy of consciousness (more than you already drain with your Mind Cleave feat). The additional liberated energy resides in your blade for 3 rounds or until you make your next successful psychic strike (whichever occurs first), whereupon you deal an additional 1d8 points of damage.

MIND STRIKE, FOCUSED [PSIONIC]

When you use your psychic strike ability, you deal more damage.

Prerequisites: Ability to generate a mind blade, psychic strike +1d8.

Benefit: If you expend your psionic focus when you imbue your mind blade with a psychic strike, the destructive energy instilled in your blade deals one more die of damage. For example, when a 7th-level soulknife charges his blade with a psychic strike in conjunction with expending his psionic focus, the damage potential of the blade is +3d8 points (instead of +2d8 points).

DUAL MIND BLADES AND PSYCHIC STRIKE

If a soulknife chooses to shape his mind blade by splitting it into two blades, each separate blade is able to hold a psychic strike as long as the soulknife spends a separate move action to empower each blade with psychic strike.

MIND STRIKE, SWIFT [PSIONIC]

You possess a deadly speed when charging your mind blade with psychic energy.

Prerequisites: Ability to generate a mind blade, psychic strike +2d8.

Benefit: Once per day, you can charge your mind blade with a psychic strike as a swift action.

Normal: A soulknife imbues his blade with a psychic strike as a move action.

ORC DOUBLE AXE MIND BLADE [PSIONIC]

When you reshape your mind blade, you can change it into an exotic weapon: an orc double axe.

Prerequisites: Ability to generate a mind blade, shape mind blade class feature.

Benefit: Any time you wish to reshape your mind blade using your shape mind blade class feature, you can add the orc double axe to your shape repertoire. You are proficient with your orc double axe mind blade—you are treated as if you possess the Exotic Weapon Proficiency (orc double axe mind blade). The weapon is sized appropriately for you and deals damage as an orc double axe.

POSTPONE ENERVATION [PSIONIC]

You can postpone the onset of your psychic enervation.

Prerequisites: Psychic enervation class feature, wild surge +2.

Benefit: Whenever you are subject to psychic enervation through the failure of a wild surge, you can postpone the effects of the enervation by 3 rounds. You decide to use this feat after you roll to determine whether you are subject to psychic enervation. You can voluntarily subject yourself to the effects of the postponed psychic enervation before the 3 rounds have fully elapsed. Once you use this feat to postpone the effects, however, you cannot use the wild surge class feature until you endure the postponed psychic enervation.

PRACTICED MANIFESTER [PSIONIC]

Choose a manifesting class that you possess. The powers you manifest from that class are more powerful.

Prerequisite: Psicraft 4 ranks.

Benefit: Your manifester level for the chosen manifesting class increases by four. This benefit can't increase your manifester level higher than your Hit Dice. Even if you cant benefit from the full bonus immediately, however, if you later gain levels of nonmanifesting classes, you might be able to apply the rest of the bonus.

For example, a human 5th-level psion/3rd-level fighter who selects this feat would increase his psion manifester level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus, and his psion manifester level would become 9th (since he now has 9 Hit Dice).

A character with, two or more manifesting classes (such as a psychic warrior/psion) must choose which class gains the feats effect. This feat does not affect your powers per day or powers known. It only increases your manifester level, which helps you overcome power resistance and increases the duration and other effects of your powers.

Special: You can select this feat multiple times. Each time you choose it, you must apply it to a different manifesting class.

PRIVILEGED ENERGY [PSIONIC]

You favor one specific energy type over all others.

Prerequisite: Ability to manifest the *energy missile* power.

Benefit: Choose one type of energy to become your privileged energy: cold, electricity, fire, or sonic. Any time you manifest a power that deals damage of your chosen energy type, that power deals an extra 1 point of damage per die.

PSYMBIOT [PSIONIC]

You gain benefits when you are near other psionic characters or creatures.

Prerequisites: Knowledge (psionics) 8 ranks, manifester level 3rd.

Benefit: When you are psionically focused and one or more psionic characters or creatures with a manifester level of 3rd or higher stands within 10 feet of you, you gain a +2 bonus on ability checks, skill checks, and saving throws. Psionic entities such as those described in any of the host feats in this book are not separate creatures for the purpose of gaining this feat's benefit, nor are astral constructs, or any psionic creatures crafted, projected, or summoned by you.

SKIN OF THE CONSTRUCT [PSIONIC]

You can wear an astral construct as if it were a second skin.

Prerequisite: Know *astral construct* power.

Benefit: If you expend your psionic focus, you can fuse the essence of an astral construct that you have personally manifested with your own body. You choose to do this when you first manifest the power to gain this effect (instead of creating an astral construct normally). This construct, once absorbed into your body, does not count against your limit of astral constructs crafted (in most cases you can have only one astral construct active at a time.

This additional astral "flesh" bonds perfectly with your own, giving you a silvery-white appearance and 1d8 temporary hit points that last for up to 1 hour. More important, it grants you one Menu A choice (EPH 186) that you can use as if you were the construct.

You wear the skin of the construct for the normal duration of the manifested *astral construct* power, after which time it elapses.

Special: If you have any other feats that modify the appearance or abilities of an astral construct (such as Boost Construct or Ectopic Form), you do not accrue those benefits when you use the *astral construct* power with Skin of the Construct.

STYGIAN ARCHON [PSIONIC]

You sear the synapses of your mind with a scar of void and emptiness. From now on, psionic powers you manifest that utilize negative energy are more fully tied to the Negative Energy Plane.

Prerequisite: Know two powers that utilize negative energy.

Benefit: To use this feat, you must maintain your psionic focus. When manifesting a power that utilizes, disrupts, or detects negative energy, your manifester level is treated as one higher than normal.

SYNAD MULTITASK, ENHANCED [PSIONIC, RACIAL]

As a synad (page 139), your threefold mind grants you an additional opportunity to multitask.

Prerequisite: Synad.

Benefit: You gain one additional use per day of your multitask racial trait. You can spend 1 power point to gain a swift action that you can use to take any purely mental action twice per day.

TAP MANTLE [PSIONIC]

You gain the ability to access the powers in a new mantle.

Prerequisite: Access to one psionic mantle.

Benefit: Whenever you gain the ability to learn another psionic power, you can choose a power you can manifest from this new mantle. You essentially gain a new menu of options from which you can select powers whenever you would normally learn a new power from advancing in a psionic class. You do not gain the mantle's granted ability or any other benefit of access to the mantle.

Special: You can gain this feat multiple times. Each time you do, you choose a new mantle to access.

THRI-KREEN CARAPACE [PSIONIC, RACIAL]

Your carapace is harder than average.

Prerequisite: Thri-kreen.

Benefit: Add 1 to your natural armor bonus.

THRI-KREEN CLAW [PSIONIC, RACIAL]

You can use your *metaphysical claw* psi-like ability more often.

Prerequisites: Thri-kreen, *metaphysical claw* psi-like ability.

Benefit: Extra practice and hard work are rewarded. You can use your *metaphysical claw* psi-like ability a total of three times per day.

Normal: A thri-kreen's *metaphysical claw* psi-like ability can be used once per day.

Special: You can gain this feat multiple times. Each time you take the feat, you gain an additional two daily uses of your *metaphysical claw* ability.

THRI-KREEN DISPLACEMENT [PSIONIC, RACIAL]

You can use your *psionic displacement* psi-like ability more often.

Prerequisites: Thri-kreen, psionic *displacement* psi-like ability.

Benefit: Constant rehearsal and study grant you the mastery required to use your *psionic displacement* psi-like ability a total of three times per day.

Normal: A thri-kreen's *psionic displacement* psi-like ability can be used once per day.

Special: You can gain this feat multiple times. Each time you take the feat, you gain an additional two daily uses of your *psionic displacement* ability.

THRI-KREEN POISON [PSIONIC, RACIAL]

You can use your poison bite more often.

Prerequisites: Thri-kreen, poison bite.

Benefit: Your adherence to a slightly modified sleep cycle and change in diet pays off—you can secrete venom more often. You can use your poison bite a total of three times per day.

Normal: A thri-kreen's poison bite can be used once per day.

Special: You can gain this feat multiple times. Each time you take the feat, you gain an additional two daily uses of your poison bite ability.

TWO-BLADED MIND BLADE [PSIONIC]

When you reshape your mind blade, you can change it into an exotic weapon: a two-bladed sword.

Prerequisites: Ability to generate a mind blade, shape mind blade class feature.

Benefit: Any time you wish to reshape your mind blade using your shape mind blade class feature, you can add the two-bladed sword to your shape repertoire. You are proficient with your two-bladed sword mind blade—you are treated as if you possess the Exotic Weapon Proficiency (two-bladed sword mind blade). The weapon is sized appropriately for you and deals damage as a two-bladed sword.

VOLATILE ESCALATION [PSIONIC]

When you are attacked with a telepathic power, your innate wildness forces a higher mental price on your attacker.

Prerequisite: Volatile mind class feature.

Benefit: While you are psionically focused and have not consciously lowered your volatile mind ability, the number of power points it costs a manifester to affect you is higher. A manifester who uses a telepathic power upon you while these conditions apply must pay an additional 1d4 power points on top of his normal cost. This effect stacks with that of the volatile mind class feature.

VOLATILE LEECH [PSIONIC]

You gain the power points your attacker wastes attacking you with a telepathic power.

Prerequisite: Volatile mind class feature.

Benefit: While you are psionically focused and have not consciously lowered your volatile mind ability, you absorb extra power points that manifesters of telepathic powers are forced to pay when they target you.

The power points you absorb in this fashion are added to your power point reserve; however, you can never gain more power points in this fashion than your normal power point maximum. It you already possess your maximum power points, your volatile mind ability works normally.

NEGATIVE ENERGY POWERS

Many powers use negative energy to inflict harm upon enemies. Recognized powers that utilize negative energy (for the purposes of the Stygian Archon and Stygian Power feats) include the following:

mindwipe
*speak with dead, psionic**
*stygian bolt**
*stygian discernment**
*stygian disruption**
*stygian erasure**
*stygian veil**
*stygian touch**
*stygian conflagration**
*stygian ray**
*stygian weapon**

Table 3–3: General Feats

Feat	Prerequisites	Benefits
Dorje Mastery	Manifester level 9th	Gain 4 power points to augment dorje's effects
Dual Dorje	Craft Dorje, Two-Weapon Fighting	Fight with two dorjes at the same time
Hostile Mind, Improved	Cha 15, Hostile Mind	Deal 4d6 damage to telepathic aggressors
Psionic Mastery	Able to manifest powers or use psi-like abilities	Take 10 on manifester level checks

Idohiro has learned to harness his speed to make additional attacks against his foes

Xeph Burst Extra [Psionic, Racial]

You can use your burst racial trait more often.

Prerequisite: Xeph.

Benefit: You can use the burst ability granted by your xeph heritage a total of three times per day.

Normal: A xeph's burst ability can be used once per day.

Special: You can gain this feat multiple times. Each time you take the feat, you gain an additional two daily uses of your burst ability.

Xeph Celerity [Psionic, Racial]

You can use your burst racial trait to gain an extra attack.

Prerequisite: Xeph.

Benefit: As a swift action, you can expend one or more of your daily uses of burst granted by your xeph heritage to gain one extra attack for 1 round, instead of gaining an increase to your speed. While enjoying your round of celerity, you make one extra attack each round, using your highest base attack bonus, when you take a full attack action.

General Feats

A small number of feats associated with psionics are categorized as general feats.

Dorje Mastery

Psionic dorjes are more potent in your hands.

Prerequisites: Craft Dorje, manifester level 9th.

Benefit: When you use a dorje, the power manifested is treated as if it were augmented by 4 additional power points. If the power cannot be augmented, then the DC of saving throws against the dorje's effect is increased by 2.

Dual Dorje

You can fight with two dorjes at the same time.

Prerequisites: Craft Dorje, Two-Weapon Fighting.

Benefit: As a full-round action, you can wield and activate a dorje in each hand (if you have both hands free), with one designated as your primary dorje and the other as your secondary dorje. Each use of the secondary dorje expends 2 charges instead of 1.

Hostile Mind, Improved

You have mental defenses erected against telepathic attacks.

Prerequisites: Cha 15, Hostile Mind.

Benefit: Whenever you are subject to a power from the telepathy discipline (regardless of whether the power is harmful or beneficial to you), the manifester must make a Will saving throw against a DC of 10 + 1/2 your character level + your Cha modifier, and takes an additional 2d6 points of damage, plus 2d6 points from your Hostile Mind feat, for a total of 4d6 points of damage.

The benefit of this feat applies only to psionic powers and psi-like abilities. This is an exception to the psionics—magic transparency rule (EPH 155).

Special: You cannot take or use this feat if you have the ability to use powers (if you have a power point reserve).

Psionic Mastery

You are quick and certain in your efforts to defeat the psionic defenses and powers of others.

Prerequisite: Ability to manifest psionic powers or use psi-like abilities.

Benefits: You can take 10 on manifester level checks (as if the manifester level check were a skill check).

Host Feats

Formless entities that prefer to be housed in physical flesh are mysterious in origin, though some types of these entities refer to themselves as "quori." Others have different names for themselves, but all are formless entities that require a body in which to make their presence known in this reality. Formless psionic entities attracted by raking host feats are benign.

Table 3–4: Host Feats

Feat	Prerequisites	Benefits
Aggressive Mind	—	*Mind thrust* or *psionic daze* 1/day
Antagonist	—	*Energy ray* or *crystal shard* 1/day
Defensive Shell	—	*Force screen* or *empty mind* 1/day
Host Focus	Any other host feat	Use host abilities 1 extra time/day
Pacifist	—	*Deaden blow* or *entangling ectoplasm* 1/day
Spiritual Force	Any other host feat, mind blade	Add Cha bonus to mind blade damage for 1 round
Strength of Two	Any other host feat	+1 bonus on Will saves while psionically focused, or +5 for 1 round when focus expended
Telepathic Affinity	—	*Mindlink* or *detect psionics* 1/day

Host feats can only be taken by a character who is acting as a physical host to another psionic entity. Once a creature accepts a psionic entity and becomes its host, the creature and the entity are treated as a single creature for all purposes. The entity cannot be purged (except through use of the *psychic reformation* power), nor can it choose to leave.

A creature can have as many host feats as it desires to take. Host feats are also considered psionic feats.

In an Eberron campaign, kalashtar and Inspired are both considered to be hosts to psionic entities, and thus qualify to take host feats.

AGGRESSIVE MIND [HOST]

The psionic entity you host gives you access to psi-like abilities capable of disrupting the mind of your enemy.

Benefit: A psionic entity takes up residence within your flesh. The entity grants you the following psi-like ability:

Psi-like Ability: 1/day—*mind thrust* or *psionic daze*. Manifester level 1/2 your HD; save DC 11 + your Cha, Int, or Wis modifier.

Special: You can use one or the other of your entity-granted psi-like abilities once per day—you can't use both. Once you use one, you can't use the other for the rest of the day.

ANTAGONIST [HOST]

The psionic entity you host seeks to cause damage and mayhem, and you have powers to further that end.

Benefit: A psionic entity takes up residence within your flesh. The entity grants you the following psi-like ability:

Psi-Like Ability: 1/day—*energy ray* or *crystal shard*. Manifester level 1/2 your HD; save DC 11 + your Cha, Int, or Wis modifier.

Special: You can use one or the other of your entity-granted psi-like abilities once per day—you can't use both. Once you use one, you can't use the other for the rest of the day.

DEFENSIVE SHELL [HOST]

The psionic entity living in your mind enables you to better resist attacks.

Benefit: A psionic entity takes up residence within your flesh. The entity grants you the following psi-like ability:

Psi-Like Ability: 1/day—*force screen* or *empty mind*. Manifester level 1/2 your HD; save DC 11 + your Cha, Int, or Wis modifier.

Special: You can use one or the other of your entity-granted psi-like abilities once per day—you can't use both. Once you use one, you can't use the other for the rest of the day.

HOST FOCUS [HOST]

You can use a psi-like ability granted by a host feat an extra time each day.

Prerequisite: Any other host feat*.

Benefit: You can use one of the two psi-like abilities granted by your host feat one extra time each day. For example, if you have the Telepathic Affinity* feat, which grants access to the *mindlink* or *detect psionics* psi-like abilities, you can use *mindlink* twice, *detect psionics* twice, or both *mindlink* and *detect psionics* in a single day.

Normal: You can use one of two psi-like abilities once per day.

PACIFIST [HOST]

You host a psionic entity that dislikes combat and provides you psi-like abilities to help you avoid a fight.

Benefit: A psionic entity takes up residence within your flesh. The entity grants you the following psi-like ability:

Psi-like Ability: 1/day—*deaden blow* (see page 82) or *entangling ectoplasm*. Manifester level 1/2 your HD; save DC 11 + your Cha, Int, or Wis modifier.

Special: You can use one or the other of your entity-granted psi-like abilities once per day—you can't use both. Once you use one, you can't use the other for the rest of the day.

SPIRITUAL FORCE [HOST]

Your mind blade is an expression of your inner spirit. Your forceful personality allows you to deal more damage with your blade.

Prerequisites: Any other host feat* mind blade class feature.

Benefit: You can expend your psionic focus to add your Charisma bonus (if any) to the damage you deal with your mind blade. This effect lasts for 1 round.

STRENGTH OF TWO [HOST]

As the host of a formless psionic entity, you possess immense willpower.

Prerequisite: Any other host feat*.

Benefit: As long as you are psionically focused and possess at least 1 power point, you receive a +1 insight bonus on Will saves.

As an immediate action, you can expend your psionic focus and spend 1 power point to improve this insight bonus to +5 for 1 round.

TELEPATHIC AFFINITY [HOST]

The entity you host gives you the ability to better communicate with other creatures.

Benefit: A psionic entity takes up residence within your flesh. The entity grants you the following psi-like ability:

Psi-Like Ability: 1/day—*mindlink* or *detect psionics*. Manifester level 1/2 your HD; save DC 11 + your Cha, Int, or Wis modifier.

Special: You can use one or the other of your entity-granted psi-like abilities once per day—you cant use both. Once you use one, you can't use the other for the rest of the day.

ILLITHID HERITAGE FEATS

Illithid heritage feats are those that allow a character to discover that he has an illithid ancestor somewhere in his line, and then to nurture that heritage. As a character takes more and more illithid heritage feats, he becomes more and more like a mind flayer in his abilities, appearance, and outlook. Illithid heritage feats are also considered psionic feats.

ILLITHID BLAST

You can convert your psionic energy into a *mind blast*.

Prerequisites: Illithid Heritage*, two other illithid feats, manifester level 5th.

Benefit: Once per day as a standard action that requires the expenditure of your psionic focus, you can channel power points into a *mind blast*, which is a psi-like attack in a 15-foot cone. Anyone caught in the cone must succeed on a Will save (DC 10 + 1/2 your HD + your Cha modifier) or be stunned for 1d4 rounds.

ILLITHID COMPULSION

You can call upon your heritage and enhance your ability to manipulate the minds of other creatures.

Prerequisite: Illithid Heritage*.

Benefit: Your manifester level for compulsion powers increases by one. You also add 1 to the save DCs of all psionic powers you manifest that have the compulsion descriptor.

ILLITHID ENTHUSIAST

When you manipulate the minds of other creatures, you are heartened and emboldened by your success.

Prerequisite: Illithid Heritage*.

Benefit: After you successfully affect a foe with a compulsion power, you gain a morale bonus equal to one-half the number of power points spent on the power on the next Concentration, Knowledge (Psionics), Psicraft, or Sense Motive check you make before the end of the next round.

ILLITHID EXTRACTION

Your acceptance of your illithid heritage is so encompassing that you have learned how to extract the brain of a helpless victim.

Prerequisites: Illithid Heritage* Illithid Grapple* (4).

Benefit: You have fully embraced your illithid heritage and have developed a taste for the brains of other living creatures. You can extract the brain of a helpless or stunned victim once you have established a hold on its head with all four of your tentacles. You must begin your turn with all four tentacles attached. As a full-round action that provokes attacks of opportunity, you must then make a grapple check. If your grapple check is successful, your victim takes 2d4 points of Intelligence damage and grants you a number of temporary power points equal to the amount of Intelligence damage you deal. Any creature reduced to Intelligence 0 by this attack is instantly slain.

Temporary power points gained with this feat last for 1 hour, and power points granted by this feat do not stack with each other.

This ability is useless against constructs, elementals, oozes, plants, and undead. It is not instantly fatal to opponents with multiple heads, such as ettins and hydras.

ILLITHID GRAPPLE

You embrace more of your illithid heritage, and grow at least one long purplish tentacle that you can reveal and unfurl when you open your mouth.

Prerequisites: Illithid Heritage*, one other illithid feat.

Benefit: You gain a natural tentacle attack. If you can use weapons, you retain that ability, as well as any other natural weapons you have. If you are fighting without weapons, you can use your tentacle or another natural weapon as a primary attack. If you are armed with a weapon, you can use your tentacle or your weapon as a primary attack. If you make a full attack, you can use the weapon as your primary attack along with your tentacle as a natural secondary attack. The tentacle does not improve your natural reach.

Your tentacle deals 1d4 points of damage, and you can use your Dexterity modifier in place of your Strength modifier on attacks with your tentacle if you have the Weapon Finesse feat.

Additionally, you gain the improved grab special ability that you can use only with your tentacle, allowing you to initiate a grapple as a free action, without provoking attacks of opportunity, each time you hit with a tentacle attack. You can only attempt to grapple creatures within one size category of you with your tentacle.

Table 3–5: Illithid Heritage Feats

Feat	Prerequisites	Benefits
Illithid Heritage	Power point reserve of 1 or more	Gain illithid class skill and a bonus on saves
Illithid Blast	Illithid Heritage, two other illithid feats, manifester level 5th	Convert power points into a mind blast
Illithid Compulsion	Illithid Heritage	+1 manifester level and DC for compulsion powers
Illithid Enthusiast	Illithid Heritage	Manifestation grants a bonus on select illithid skills
Illithid Grapple	Illithid Heritage, one other illithid feat	Gain a natural tentacle attack
Illithid Extraction	Illithid Heritage, Illithid Grapple (4)	Gain the ability to extract brains with your tentacles
Illithid Legacy	Illithid Heritage, one other illithid feat, manifester level 3rd	Gain *psionic charm* and *read thoughts* as powers known
Illithid Legacy, Greater	Illithid Legacy, one other illithid feat, manifester level 7th	Gain *dispel psionics, psionic dominate* as powers known
Illithid Skin	Illithid Heritage	Your natural armor increases by 1

Special: You can take this feat up to four times. Each time you do so, you gain an additional tentacle. Once you have gained all four tentacles, the lower half of your face transforms to resemble that of an illithid.

As a full-round action, you can give up any other attacks you have to attack with as many tentacles you possess, as described above, and can attempt to initiate a separate grapple with each tentacle as a free action. You do not gain cumulative bonuses for each tentacle already attached (as an illithid would).

ILLITHID HERITAGE

Somewhere in the deeps of time, your bloodline was polluted with illithid influence. Recognizing this taint but deciding to make the best of it, you have decided to embrace your connection with your illithid bloodline for the power it can offer you.

Prerequisite: Power point reserve of 1 or more.

Benefit: You gain Intimidate as a class skill. In addition, you gain a bonus on saving throws against spells, powers, spell-like abilities, and psi-like abilities. This bonus is equal to one-half the number of illithid feats you have, including this one (round down, minimum 1).

ILLITHID LEGACY

You have realized greater psionic power through your illithid heritage.

Prerequisites: Illithid Heritage*, one other illithid feat, manifester level 3rd.

Benefit: You know more powers because of the illithid heritage you possess. Add *psionic charm* and *read thoughts* to your list of powers known.

ILLITHID LEGACY, GREATER

Your knowledge of psionic power has grown even further due to your illithid heritage.

Prerequisites: Illithid Legacy*, any one other illithid feat, manifester level 7th.

Benefit: You know more powers because of your illithid heritage. Add *dispel psionics* and *psionic dominate* to your list of powers known.

ILLITHID SKIN

Your skin takes on the glistening, rubbery, green-mauve consistency of your illithid parentage.

Prerequisite: Illithid Heritage*.

Benefit: Your natural armor bonus increases by 1.

Special: You can take this feat up to three times. Each time, your natural armor bonus increases by another 1.

Gresh the blue wonders if his psionic power stems from a forgotten illithid heritage

METAPSIONIC FEATS

As a manifester's knowledge of psionics grows, he can acquire feats that enable him to manifest powers in ways slightly different from how the powers were originally designed or learned. For example, a manifester can learn how to manifest a power so that it lasts longer than normal, deals more damage than normal, or is improved in some other way. For more information on metapsionic feats, see page 40 of *Expanded Psionics Handbook*.

KNOCKDOWN POWER [METAPSIONIC]

You can manifest powers that knock creatures off their feet.

Benefit: To use this feat, you must expend your psionic focus. Knockdown Power knocks any creature caught in its area prone if the target fails its saving throw to avoid any or all of the damage of the power. It can only be applied to powers that allow Reflex saves and affect an area (a cone, line, burst, and so on). Powers that do not allow saving throws gain no advantage if they are made into knockdown powers.

Creatures with evasion are knocked prone if they fail their Reflex saves (creatures with improved evasion are not knocked down if they fail their saves). Flying creatures affected by a knockdown power that fail their saving throws are forced down 10 feet.

For example, if a creature makes its saving throw against a knockdown energy cone but still takes half damage, it is not knocked prone. If it fails its save and takes full damage, it is knocked prone.

Using this feat increases the power point cost by the power by 2. The power's total cost cannot exceed your manifester level.

LINKED POWER [METAPSIONIC]

You can link a power to the power you manifest in this round so that it goes off next round.

Benefit: To use this feat, you must expend your psionic focus. Manifesting a power altered by this feat means that you must choose two powers—one you intend to manifest in this round, and one you intend to manifest in the next round. The power that is manifested in this round is not altered in any way, nor is the linked power that goes off in the next round—however, you do not need to spend any of your actions or power points next round to manifest the linked power.

The linked power is automatically targeted on the same area or target as the power you manifest in this round (if the

Table 3–6: Metapsionic Feats

Feat	Prerequisites	Benefits
Knockdown Power	—	Power knocks targets prone
Linked Power	—	Manifest a power; linked power goes off next round
Metapower	Able to manifest psionic powers, any other metapsionic feat	Permanently improve a psionic power
Paraelemental Power	Privileged Energy	Gain paraelemental choices when manifesting your chosen energy power
Phrenic Leech	—	Drains 1d6 power points from foe; gives 1 to you
Stygian Power	Know two negative energy powers, Stygian Archon*	Foes are shaken when you manifest Stygian powers
Transdimensional Power	—	Manifest powers that affect targets in coexistent planes and extradimensional spaces

power you manifest this round has no area or target, choose an area or target in this round for the linked power to affect in the next round). If the same creature is targeted by both powers, the target experiences all the effects of both powers individually and receives a saving throw (if applicable) for each. In some cases, such as a *psionic charm* followed by a linked *psionic charm*, failing both saving throws results in redundant effects (although, in this example, any ally of the target would have to succeed on two dispel attempts to free the target from the charm effect).

It is possible that by the time the linked power comes into effect on the following round, the area where it goes off or the target that it affects no longer has relevance. On the other hand, you are free on the subsequent round to take actions normally.

Using this feat increases the power point cost of the power manifested this round by a number equal to the power point cost of the linked power. Thus if you manifest *energy stun* (3 power points) and *energy burst* (5 power points) as the linked power, the metapsionic cost is 8. The total of power points you spend in this manner cannot exceed your manifester level.

METAPOWER [METAPSIONIC]

You can permanently modify a psionic power you know with a metapsionic feat.

Prerequisites: Ability to manifest psionic powers, any other metapsionic feat.

Benefit: You choose one power known to you to become permanently modified by one metapsionic feat you know. The cost of modifying your chosen power with metapsionic feats is reduced by 2 power points (to a minimum extra cost of 0 power points). When you manifest the modified power with that metapsionic feat, you must still obey any restrictions of that feat (for example, expending your psionic focus). Once a metapower is created by taking this feat, it cannot be changed. The metapower can be used normally with other metapsionic feats you know.

Special: You can gain this feat multiple times. Each time you do, you choose a power—either one you have already modified or another power you know—and reduce the metapsionic feat cost of that power by 2 power points for a different specific metapsionic feat.

PARAELEMENTAL POWER [METAPSIONIC]

When using a power that allows you to choose a type of energy, you have a wider range of possible choices owing to your ability to mix energy with matter.

Prerequisite: Privileged Energy*.

Benefit: When you take this feat, you must choose the energy type you selected with your Privileged Energy feat. To use this feat, you must expend your psionic focus. Upon manifesting a damaging energy power that matches your choice of energy, you can access paraelemental energy to further enhance your energy power with ice (cold), magma (fire), ooze (electricity), or smoke (sonic). The paraelemental power still possesses its underlying energy descriptor.

Targets damaged by paraelemental powers might be affected by the additional effects noted below. In the case of an energy power that requires a saving throw, targets are only subject to these additional effects on a failed save. A successful save against the energy power negates the paraelemental effect. In the case of an energy power that normally does not allow a saving throw (such as *energy ray*), a target of a paraelemental power can attempt a Fortitude save at the powers DC to negate only the extra effect.

Ice: As cold energy, but also limits affected foes to a single move action or standard action (not both) for 1 round as they attempt to free themselves from ice. The power is considered to be in effect during this time and can be dispelled normally.

Magma: As fire energy, but also deals an additional 2d6 points of fire damage on the round following the attack from lingering magma. The power is considered to be in effect during this time and can be dispelled normally.

Ooze: As electricity energy, but the target is also covered in goo and becomes entangled for 1 round, after which the goo evaporates. The power is considered to be in effect during this time and can be dispelled normally.

Smoke: As sonic, but targets that breathe spend the following round coughing, and so are limited to a single move action or standard action (not both) for 1 round. The power is considered to be in effect during this time and can be dispelled normally.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

Special: You can gain this feat multiple times. Each time you take this feat, choose another energy type (cold, electricity, fire, or sonic) that you have also selected with the Privileged Energy feat. You can now manifest that power with the matching paraelemental effect described above.

PHRENIC LEECH [METAPSIONIC]

Psionic foes damaged by your power are also mentally drained.

Benefit: You must expend your psionic focus to use this feat. This metapsionic alteration can be used with any power that targets a single individual and requires a saving throw to avoid some or all of the power's effect. If the subject fails its saving throw to avoid the phrenic leeching power's effect, it loses 1d6 power points. You gain 1 power point from the drain. If you already possess full power points, the power points drained from the target are lost.

Using this feat increases the power point cost of the power by 2. The power's total cost cannot exceed your manifester level.

STYGIAN POWER [METAPSIONIC]

Psionic powers you manifest that utilize negative energy are branded with an imprint of fear.

Prerequisites: Stygian Archon, know two powers that utilize negative energy.

Benefit: To use this feat, you must expend your psionic focus. You can alter a stygian power that deals negative levels to toes so that any living creature that gains a negative level as a result of the power also becomes shaken for 1 minute. The target of a stygian power can attempt a Will save at the power's save DC (even if it doesn't normally allow a save) to resist this effect. This is a mind-affecting fear ability. Creatures immune to fear are not immune to the primary effect of the power, but they are immune to the shaken effect.

Using this feat increases the power point cost of the power by 2. The powers total cost cannot exceed your manifester level.

TRANSDIMENSIONAL POWER [METAPSIONIC]

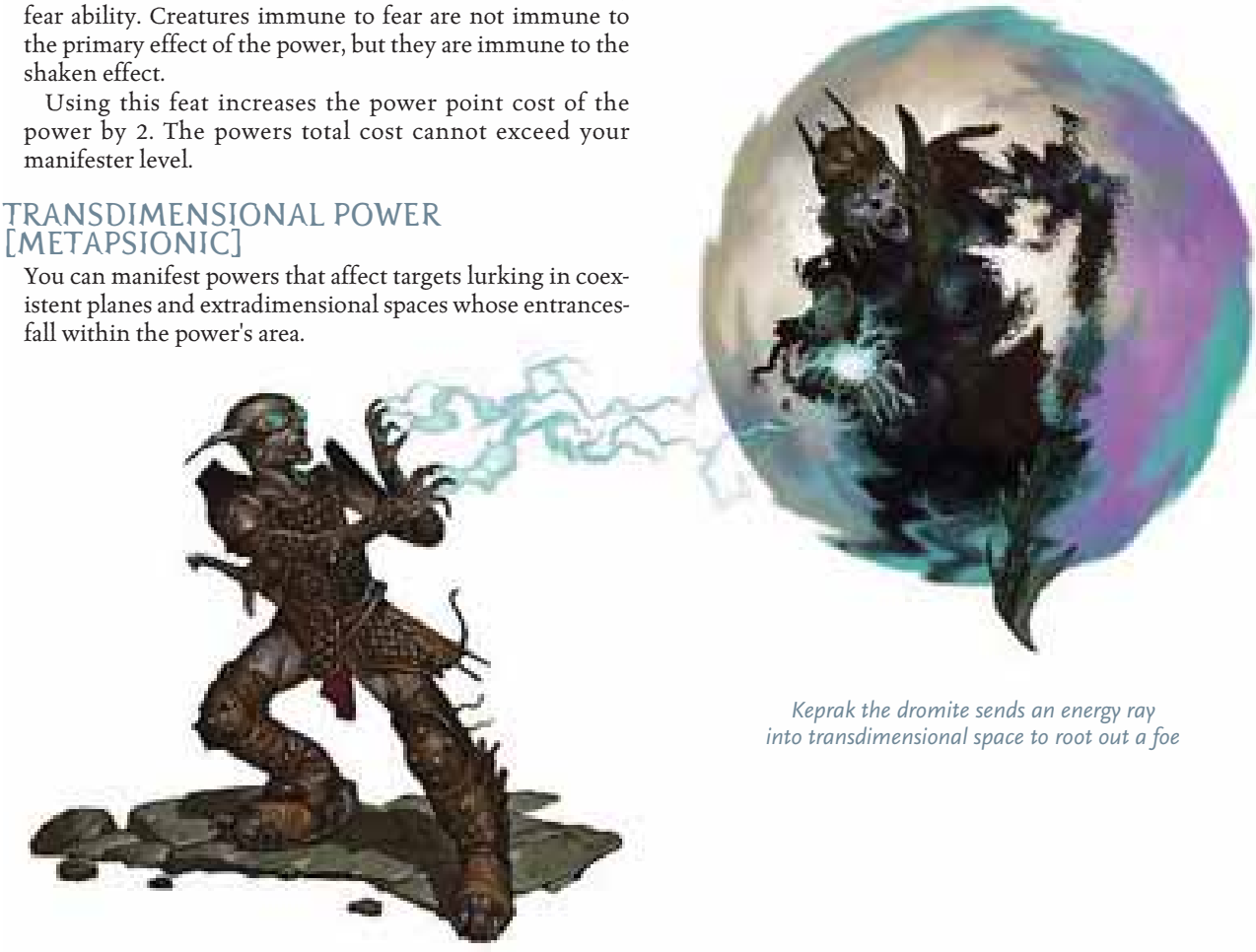
You can manifest powers that affect targets lurking in coexistent planes and extradimensional spaces whose entrances fall within the power's area.

Benefit: You must expend your psionic focus to manifest a transdimensional power. A transdimensional power has its full normal effect on incorporeal creatures, creatures on the Ethereal Plane or the Plane of Shadow, and creatures within an extradimensional space in the power's area. This includes ethereal creatures, creatures that are blinking or shadow walking, manifested ghosts, and creatures within the extradimensional space of a *rope trick*, *portable hole*, or other portable extradimensional space.

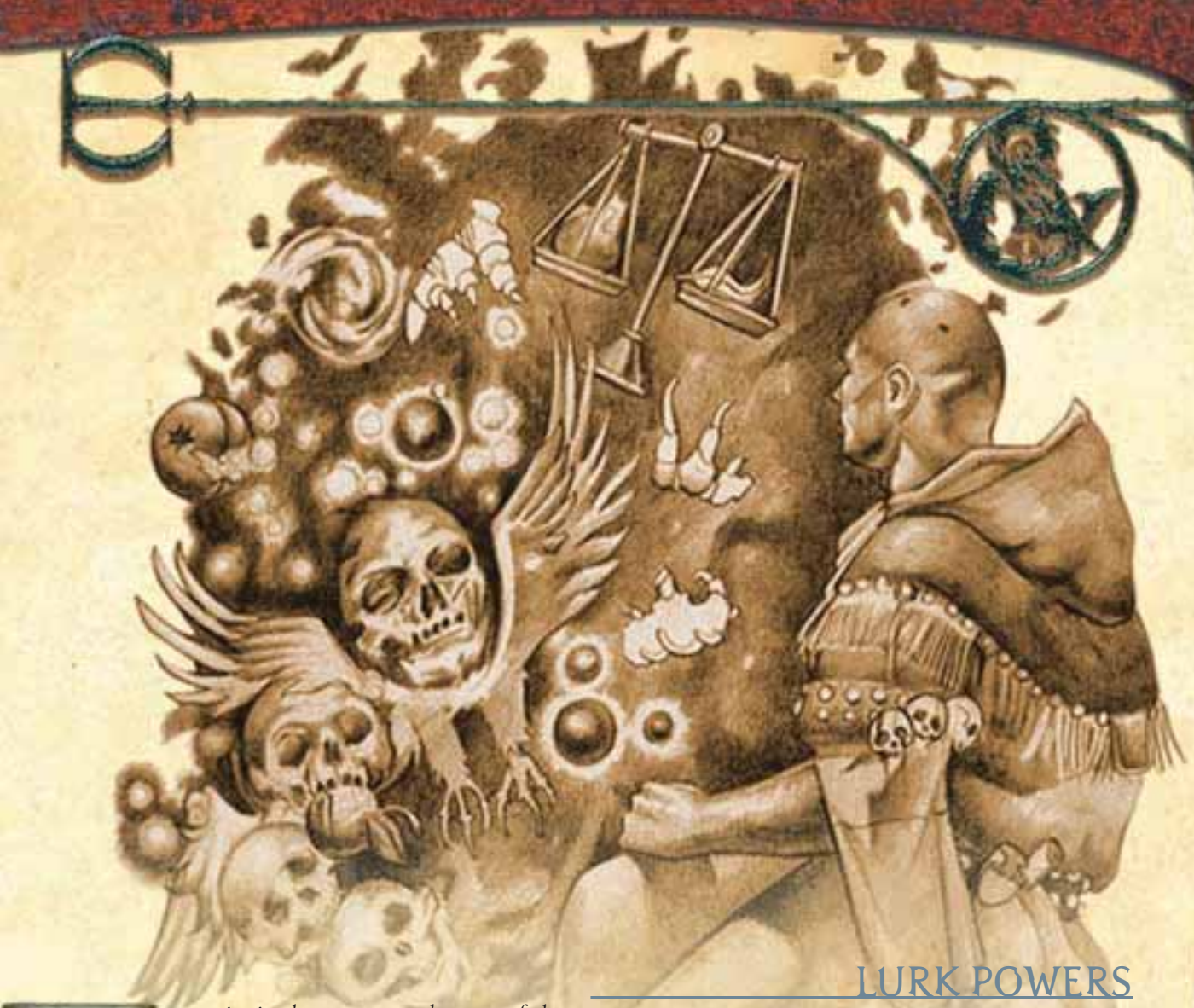
You must be able to perceive a creature to target it with a transdimensional power, but you do not need to perceive a creature to catch it in the area of a burst, cone, emanation, or spread.

Using this feat does not increase the power point cost of the power.

Normal: Only force effects can affect ethereal creatures, and no Material Plane attack affects creatures on the Plane of Shadow or in an enclosed extradimensional space. There is a 50% chance that any power other than a force effect fails against an incorporeal creature.



Keprak the dromite sends an energy ray into transdimensional space to root out a foe



Many psionic characters are the sum of the powers they know. They wield psionic powers the way warriors handle swords, and maintaining a formidable mental repertoire of power requires exceptional attention and exercise.

This chapter presents new and revised psionic powers for psionic characters. Most of the powers in this chapter are new. A handful of them (including *astral construct, energy missile, energy stun, hostile empathic transfer,* and *psionic dimension door*) are updated versions of powers from *Expanded Psionics Handbook*. More than two dozen are updated versions of powers that appeared in various older Dungeons & Dragons books, collected here in one place for your convenience. This chapter also describes the mantles from which ardents and divine minds choose their powers.

In the power lists and mantle lists, new powers described in this book are marked with an asterisk. Any power not marked with an asterisk appears in *Expanded Psionics Handbook*. An A appearing at the end of a power's name denotes an augmentable power. An X denotes a power with an XP component paid by the manifester.

Finally, this chapter presents new psionic items, many of them dependent on the new powers in this book, along with psionic locations that confer abilities on their visitors.

LURK POWERS

1ST-LEVEL LURK ROWERS

Adrenaline Boost[*A]: Receive a temporary Str and Dex boost.

Burst: Gain +10 ft. to speed this round.

Catfall[A]: Instantly save yourself from a fall.

Chameleon: Gain +10 enhancement bonus on Hide checks.

Compression[*]: You grow smaller.

Conceal Thoughts: You conceal your motives.

Deaden Blow[*A]: A weapon deals nonlethal damage rather than lethal.

Detect Psionics: You detect the presence of psionics.

Dimensional Pocket[*A]: Transfer object to hidden dimension for safekeeping.

Distract: Target has –4 penalty on Listen, Search, Sense Motive, and Spot checks.

Empty Mind[A]: You gain +2 on Will saves until your next action.

Extend Range[*A]: Increase the range increment of a ranged or thrown weapon.

Ear Hand[A]: Move small objects from a limited distance.

Float[A]: Buoy yourself in water or other liquid.

Grease, Psionic: Makes 10-ft. square or one object slippery.

Know Direction and Location: You discover where you are and what direction you face.

Mighty Spring[*A]: Gain +10 enhancement bonus on one Jump check this round.
Precognition, Defensive[A]: Gain +1 insight bonus to AC and saving throws.
Precognition, Offensive[A]: Gain +1 insight bonus on your attack rolls.
Prescience, Offensive[A]: Gain +2 insight bonus on your damage rolls.
Sensory Gloom[*A]: Hamper a chosen sense on a single creature.
Skate: Subject slides skillfully along the ground.
Synesthete: You receive one kind of sense when another sense is stimulated.

2nd-Level Lurk Powers

Animal Affinity[A]: Gain +4 enhancement to one ability.
Biofeedback[A]: Gain damage reduction 2/–.
Body Equilibrium: You can walk on nonsolid surfaces.
Cloud Mind: You erase knowledge of your presence from target's mind.
Concealing Amorpha: Quasi-real membrane grants you concealment.
Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.
Elfsight: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.
Energy Adaptation, Specified[A]: Gain resistance 10 to one energy type.
Evade Attack[*A]: Use an immediate action to deflect attack of opportunity.
Extend Reach[*A]: Shift area your weapon threatens by 5 ft.
Identify, Psionic: Learn the properties of a psionic item.
Knock, Psionic: Opens a locked or psionically sealed door.
Levitate, Psionic: You move up and down, forward and back via mental support.
Moment of Insight[*A]: Briefly ignore the effects of concealment.
Prowess: Instantly gain another attack of opportunity.
Psionic Lock: Secure a door, chest, or portal.
See Invisibility, Psionic[*A]: Reveals invisible creatures or objects.
Stygian Weapon[*]: Your weapon is imbued with negative energy.
Thought Shield[A]: Gain PR 13 against mind-affecting powers.
Tongues, Psionic: You can communicate with intelligent creatures.
Zone of Alertness[*A]: Gain advantages and Spot and Listen bonus equal to number of allies in area.

3rd-Level Lurk Powers

Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.
Danger Sense[A]: Gain +4 bonus against traps.
Darkvision, Psionic: See 60 ft. in total darkness.
Eradicate Invisibility[A]: Negate invisibility in 50-ft. burst.
Escape Detection: You become difficult to detect with clairsentience powers.
Evade Burst[A]: You take no damage from a burst on a successful Reflex save.
Keen Edge, Psionic: Doubles normal weapon's threat range.
Mental Barrier[A]: Gain +4 deflection bonus to AC until your next action.
Speak with Dead, Psionic[*A]: Speak or mindlink with a corpse to ask it questions.
Touchsight[A]: Your telekinetic field tells you where everything is.
Ubiquitous Vision: You have all-around vision.

4th-Level Lurk Powers

Aura Sight[A]: Reveals creatures, objects, powers, or spells of selected alignment axis.
Death Urge[A]: Implant a self-destructive compulsion.
Detect Remote Viewing: You know when others spy on you remotely.
Dimension Door, Psionic[*A]: Teleports you a short distance.
Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.
Mindwipe[A]: Subject's recent experiences are wiped away, bestowing negative levels.
Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.
Trace Teleport[A]: Learn destination of subjects teleport.
Wall of Ectoplasm: You create a protective barrier.

5th-Level Lurk Powers

Adapt Body: Your body automatically adapts to hostile environments.
Catapsi[A]: Psychic static inhibits power manifestation.
Ethereal Agent[*]: Create a psionic sensor that watches the Material Plane from the Ethereal Plane.
Power Resistance: Grant power resistance equal to 12 + level.
Psychofeedback: Boost Str, Dex, or Con at the expense of one or more other scores.
True Seeing, Psionic: See all things as they really are.

6th-Level Lurk Powers

Aura Alteration[A]: Repairs psyche or makes subject seem to be something it is not.
Cloud Mind, Mass: Erase knowledge of your presence from the minds of one creature per level.
Contingency, Psionic[X]: Sets trigger condition for another power.
Dispelling Buffer: You are buffered from one *dispel psionics* effect.
Mind Blank, Personal: You are immune to scrying and mental effects.
Retrieve[A]: Teleport an item you can see to your band.
Suspend Life: Put yourself in a state akin to suspended animation.
Temporal Acceleration[A]: Your time frame accelerates for 1 round.

Mantles

Ardents and divine minds create their list of potential powers by choosing specific mantles. Once a mantle is selected, the character can choose from the powers of that mantle when selecting a new known power. Each mantle also has an associated granted ability that is available to the divine mind or ardent once the domain is chosen.

Chaos Mantle

Granted Ability: You can expend your psionic focus to deal additional damage to nonchaotic creatures. You deal

an additional 1d6 points of damage with a melee or ranged attack or a spell that deals damage.

1 **Destiny Dissonance:** Your dissonant touch sickens a foe.
1 **Matter Agitation:** You heat a creature or object.
2 **Distracting Shout**[*A]**:** Distract opponents with your powerful shout.
4 **Personality Parasite:** Subject's mind calves self-antagonistic splinter personality for 1 round/level.
5 **Catapsi:** Psychic static inhibits power manifestation.
6 **Inconstant Location**[*A]**:** Make swift instantaneous moves in combat.
8 **Chaos Fissure**[*]**:** Wild surge and wild magic apply to psionic powers and spells.

COMMUNICATION MANTLE

Granted Ability: While psionically focused, you gain a +2 competence bonus on Diplomacy checks and can use the Diplomacy skill more quickly and skillfully than others. When making a rushed Diplomacy check as a full-round action, you take only –5 penalty on the check.

1 **Attraction**[A]**:** Subject has an attraction you specify.
1 **Charm, Psionic**[A]**:** Makes one person your friend.
1 **Missive**[A]**:** Send one-way telepathic message to subject.
1 **Telempathic Projection:** Alter the subject's mood.
2 **Missive, Mass**[A]**:** You send a one-way telepathic message to an area.
2 **Suggestion, Psionic**[A]**:** Compels subject to follow stated course of action.
2 **Tongues, Psionic:** You can communicate with intelligent creatures.
4 **Correspond:** Hold mental conversation with another creature at any distance.
5 **Metaconcert**[A]**:** Mental concert of two or more increases the total power of the participants.
9 **Metafaculty**[X]**:** You learn details about any one creature.

CONFLICT MANTLE

Granted Ability: You are more in tune with martial concepts and gain the Weapon Focus feat as a bonus feat with a weapon of your choice.

1 **Metaphysical Weapon**[A]**:** Weapon gains +1 bonus.
1 **Prescience, Offensive**[A]**:** Gain +2 insight bonus on your damage rolls.
2 **Psionic Lion's Charge**[A]**:** You can make a full attack in the same round you charge.
3 **Dimension Slide**[A]**:** Teleports you a very short distance.
4 **Immovability**[A]**:** You are almost impossible to move and gain damage reduction 15/–.
5 **Psychic Crush**[A]**:** Brutally crush subject's mental essence, reducing subject to –1 hit points.
5 **Graft Weapon:** Your hand is replaced seamlessly by your weapon.
8 **Spirit of War**[*]**:** Confer +4 on attack rolls and damage rolls, +10 to one save, and confirm one critical threat.

CONSUMPTION MANTLE

Granted Ability: You can expend your focus as an immediate action to gain 5 temporary hit points when someone within 10 feet is wounded. These temporary hit points last for up to 1 minute.

1 **Hungry Touch**[*A]**:** Your touch deals 1d6 damage while you heal.
2 **Feat Leech**[A]**:** Borrow another's psionic or metapsionic feats.
4 **Power Leech:** Drain 1d6 power points/round while you maintain concentration; you gain 1/round.
7 **Power Thief**[*A]**:** Steal and quickly use one power from a target.
7 **Decerebrate:** Remove portion of subject's brain stem.
9 **Apopsi**[X]**:** You delete target's psionic powers.

CORRUPTION AND MADNESS MANTLE

Granted Ability: Your insights into corruption and madness have touched you with insanity and terrible clarity. While you are psionically focused, you cannot be *confused*.

1 **Daze, Psionic**[A]**:** Humanoid creature of 4 HD or lower loses next action.
1 **Primal Fear**[*A]**:** Target is shaken for 1 round.
2 **Brain Lock**[A]**:** Subject cannot move or take any mental actions.
3 **Mental Turmoil**[*A]**:** Prevent target from using abilities that require mental calm.
4 **Mindwipe**[A]**:** Subject's recent experiences are wiped away, bestowing negative levels.
7 **Decerebrate:** Remove portion of subject's brain stem.
7 **Insanity**[A]**:** Subject is permanently *confused*.
9 **Microcosm**[A]**:** Creature or creatures live forevermore in a world of their own imaginations.

CREATION MANTLE

Granted Ability: You gain the Ectopic Form feat (page 50) as a bonus feat and learn the form of your choice. You must meet all the feat's prerequisites for the form of your choice.

1 **Astral Construct**[*A]**:** Creates astral construct to fight for you.
1 **Minor Creation, Psionic:** Creates one cloth or wood object.
4 **Fabricate, Psionic:** Transforms raw goods to finished items.
5 **Major Creation, Psionic:** As *psionic minor creation*, plus stone and metal.
6 **Fabricate, Greater Psionic:** Transforms a lot of raw goods to finished items.
9 **True Creation**[X]**:** As *psionic major creation*, except items are completely real.

DEATH MANTLE

Granted Ability: You can expend your psionic focus to kill a dying creature, as the *death knell* spell (PH 217).

1 **Stygian Discernment**[*]**:** Gain insight to act against detected undead and negative energy auras.
2 **Stygian Ray**[*]**:** Bestow a negative level on foe for 1 round.
3 **Speak with Dead, Psionic**[*A]**:** Speak or mindlink with a corpse to ask it questions.
4 **Death Urge**[A]**:** Implant a self-destructive compulsion.
5 **Stygian Dominion**[*A]**:** Assume control over the body of a mindless undead creature.
7 **Crisis of Life**[A]**:** Stop subject's heart.
8 **Recall Death:** Subject dies or takes 5d6 damage.
8 **Stygian Veil**[*]**:** You take on traits of the undead type.

DECEPTION MANTLE

Granted Ability: As an immediate action, you can expend your psionic focus to displace yourself until your next action. While you are displaced, any attacks that target you have a 50% chance to miss you entirely.

1 **Charm, Psionic**[A]: Makes one person your friend.
2 **Cloud Mind:** You erase knowledge of your presence from target's mind.
2 **Concealing Amorpha:** Quasi-real membrane grants you concealment.
3 **False Sensory Input**[A]: Subject sees what isn't there.
3 **Escape Detection:** You become difficult to detect with clairsentience powers.
6 **Cloud Mind, Mass:** Erase knowledge of your presence from the minds of one creature/level.
8 **Bend Reality**[X]: Alters reality within power limits.

DESTRUCTION MANTLE

Granted Ability: You have the Improved Sunder feat as long as you are psionically focused. If you expend your focus as part of a sunder attempt, the hardness of the object you are sundering is treated as 4 less.

1 **Dissipating Touch**[A]: Touch deals qd6 damage.
2 **Dissolving Touch**[A]: Your touch deals 4d6 acid damage.
2 **Dissolving Weapon**[A]: Your weapon deals 4d6 acid damage.
3 **Dispel Psionics**[A]: Cancels psionic powers and effects.
6 **Disintegrate, Psionic**[A]: Turns one creature or object to dust.
7 **Ultrablast**[A]: Deal 13d6 damage in 15-ft. radius.
9 **Intellect Bomb***: Causes your target's head to explode.

ELEMENTS MANTLE

Granted Ability: When you become psionically focused, choose one of the four primary elements with which to align yourself (air, earth, fire, or water). As long as you remain focused, you gain an associated benefit, as given below.

Air: You treat any fall as if the distance were 20 feet less.

Earth: You gain a +4 bonus on Balance checks and checks to resist bull rush attempts.

Fire: Your melee attacks deal an extra 1 point of fire damage.

Water: You gain a swim speed equal to your base land speed.

1 **Control Flames**[A]: Take control of nearby open flame.
1 **Elemental Steward***[A]: Summon a small psionic elemental to protect and serve you.
2 **Control Air**[A]: You have control over wind speed and direction.
2 **Earth Walk***[A]: Move easily in all directions while on earthen surfaces.
3 **Breathless***[A]: You don't need to breathe.
5 **Adapt Body:** You body automatically adapts to hostile environments.
6 **Blackstone Hammer***[A]: Target weapon petrifies those it strikes.
9 **Tornado Blast**[A]: Vortex of air subjects your foes to 17d6 damage and moves them.

ENERGY MANTLE

Granted Ability: You can expend your psionic focus to gain resistance 5 against one energy type for a number of rounds equal to 3 + your Wis modifier. At 10th level, you gain resistance to energy 10 instead.

1 **Energy Ray**[A]: Deal 1d6 energy (cold, electricity, fire, or sonic) damage.
2 **Energy Push**[A]: Deal 2d6 damage and knock subject back.
3 **Energy Bolt**[A]: Deal 5d6 energy damage in 120-ft. line.
3 **Energy Burst**[A]: Deal 5d6 energy damage in 40-ft. burst.
3 **Energy Wall:** Create wall of your chosen energy type.
5 **Energy Manipulation***[A]: You manipulate a source of energy.
7 **Energy Wave**[A]: Deal 13d4 damage of your chosen energy type in 120-ft. cone.

EVIL MANTLE

Granted Ability: You can expend your psionic focus to deal additional damage to a non-evil creature. You deal an additional 1d6 points of damage with a melee or ranged attack or a spell that deals damage and targets a single creature.

1 **Protection from Good, Psionic***: +2 to AC and saves, counter mind control, hedge out summoned creatures.
2 **Death Knell, Psionic***: Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
4 **Planar Apotheosis***[A]: Temporarily become celestial or fiendish (fiendish only).
5 **Fiendish Conduit***[A]: Launch a bolt of ectoplasm-mediated negative energy from your fingertips.
6 **Planar Embrace***: Temporarily become a half-celestial or half-fiend (half-fiend only).
8 **Dark Despair***: You gain a dark aura that harms good creatures.

FATE MANTLE

Granted Ability: Once per day, you can expend your psionic focus to add a bonus on one d20 roll equal to your level in the class that allowed you to access this ability.

1 **Precognition, Defensive**[A]: Gain +1 insight bonus to AC and saving throws.
1 **Precognition, Offensive**[A]: Gain +1 insight bonus on your attack rolls.
2 **Clairvoyant Sense:** See and hear a distant location.
4 **Remote Viewing**[X]: See, hear, and potentially interact with subjects at a distance.
6 **Precognition, Greater:** Gain +4 insight bonus on one roll.
7 **Fate of One**[A]: Reroll any roll you just failed. You also gain an augmentation option unavailable to other manifesters of this power.

Augment: If you spend 3 additional power points, you can reroll a third time. You need not decide to spend the power points for this augmentation until after you decide to roll the third time, but you must spend the power points before you know the result of your roll.

9 **Metafaculty**[X]: You learn details about any one creature.

FORCE MANTLE

Granted Ability: While psionically focused, you gain a +1 deflection bonus to your Armor Class.

1 **Force Screen**[A]: Invisible disc provides +4 shield bonus to AC.
1 **Deflection Field***: Provides +4 deflection bonus to AC.
2 **Concussion Blast**[A]: Deal 1d6 force damage to target.
3 **Telekinetic Force**[A]: Move an object with the sustained force of your mind.
3 **Ethereal Volley***: Imbue your missiles with force energy, making them ghost touch weapons.
4 **Telekinetic Maneuver**[A]: Telekinetically bull rush, disarm, grapple, or trip your target.
6 **Concussive Detonation***[A]: Burst of force damages targets in area.

8 **Telekinetic Sphere, Psionic:** Mobile force globe encapsulates creature and moves it.

FREEDOM MANTLE

Granted Ability: While psionically focused, you gain a +10-foot bonus to your speed. You can expend your focus to add your manifester level to a roll made to resist being grappled or to escape from a grapple.

1 **Dimension Hop**[*A]**:** Swiftly teleport a short distance.
2 **Hustle:** Instantly gain a move action.
4 **Fly, Psionic:** You fly at a speed of 60 ft.
5 **Freedom of Movement, Psionic:** You cannot be held or otherwise rendered immobile.
5 **Teleport, Psionic:** Instantly transports you as far as 100 miles/level.
6 **Evade Burst**[A]**:** You take no damage from a burst on a successful Reflex save.
8 **Teleport, Psionic Greater:** As *psionic teleport*, but with no range limit and no off-target arrival.

GOOD MANTLE

Granted Ability: You can expend your psionic focus to deal additional damage to a non-good creature. You deal an extra 1d6 points of damage with a melee or ranged attack, or a spell that deals damage and targets a single creature.

1 **Protection from Evil, Psionic***: +2 to AC and saves, counter mind control, hedge out summoned creatures.
2 **Empathic Transfer**[A]**:** Transfer another's wounds to yourself.
4 **Planar Apotheosis**[*A]**:** Temporarily become celestial or fiendish (celestial only).
5 **Celestial Conduit**[*A]**:** Launch a line of ectoplasm-mediated positive energy from your fingertips.
6 **Planar Embrace***: Temporarily become a half-celestial or half-fiend (half-celestial only).
8 **Greater Glory***: Good creatures near you gain benefits.

GUARDIAN MANTLE

Granted Ability: You can expend your psionic focus as an immediate action to take the damage dealt to an adjacent ally by a single melee attack. You must declare the use of this ability after you know the result of the attack roll against your ally, but before damage is rolled.

1 **Deaden Blow**[*A]**:** A weapon deals nonlethal damage rather than lethal.
1 **Thicken Skin**[A]**:** Gain +1 enhancement bonus to your AC for 10 min./level.
2 **Damp Power**[*A]**:** Variable numeric effects of enemy powers are minimized against you.
3 **Dispel Psionics**[A]**:** Cancels psionic powers and effects.
4 **Wall of Ectoplasm:** You create a protective barrier.
5 **Protection from Psionics**[*A]**:** Gain +3 insight bonus on saves against powers and psi-like abilities.
6 **Mind over Energy***: Gain brief immunity to chosen energy type.
8 **Iron Body, Psionic:** Your body becomes living iron.

JUSTICE MANTLE

Granted Ability: You can expend your psionic focus as an immediate action to make an attack of opportunity against a foe that attacks one of your allies.

1 **Call Weaponry**[A]**:** Create temporary weapon.
2 **Call Armor**[*A]**:** Transfer chosen type of armor to your hand.
2 **Incite Bravery**[*A]**:** You and allies near you become immune to fear effects for 1 round/level.
2 **Zone of Truth, Psionic***: Subjects within range cannot lie.
4 **Aura Sight***: Reveals creatures, objects, powers, or spells of selected alignment axis.
4 **Discern Lies, Psionic***: Reveals deliberate falsehoods.
5 **True Seeing, Psionic:** See all things as they really are.
6 **Perfect Riposte**[*A]**:** Make an attack of opportunity against a creature who just missed you.
7 **Reddopsi:** Powers targeting you rebound on the manifester.

KNOWLEDGE MANTLE

Granted Ability: While psionically focused, you can make Knowledge checks as if trained. You can expend your psionic focus to gain a +5 bonus on one Knowledge check.

1 **Call to Mind:** Gain additional Knowledge check with +1 competence bonus.
1 **Detect Psionics:** You detect the presence of psionics.
1 **Detect Teleportation**[A]**:** Know when teleportation powers are used in close range.
1 **Know Direction and Location:** You discover where you are and what direction you face.
2 **Detect Hostile Intent:** You can detect hostile creatures within 30 ft. of you.
2 **Identify, Psionic:** Learn the properties of a psionic item.
2 **Object Reading**[A]**:** Learn details about an object's previous owner.
3 **Touchsight**[A]**:** Your telekinetic field tells you where everything is.
4 **Detect Remote Viewing:** You know when others spy on you remotely.
4 **Trace Teleport**[A]**:** Learn destination of subject's *teleport*,
6 **Psychometry**[*A]**:** Read psychic impressions from a given location.

LAW MANTLE

Granted Ability: You can expend your psionic focus to deal additional damage to nonlawful creatures. You deal an additional 1d6 points of damage with a melee or ranged attack, or a spell that deals damage.

1 **Grip of Iron**[A]**:** You gain +4 bonus on grapple checks.
1 **Hammer**[A]**:** Melee touch deals 1d8/round.
2 **Psionic Lock:** Secure a door, chest, or portal.
3 **Heavy Earth**[*A]**:** Alter gravity locally.
4 **Immovability**[A]**:** You are almost impossible to move and gain damage reduction 15/–.
4 **Steadfast Perception:** Gain immunity to illusory effects, +6 bonus on Spot and Search checks.
5 **Tower of Iron Will**[A]**:** Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.
8 **Iron Body, Psionic:** Your body becomes living iron.
9 **Timeless Body:** Ignore all harmful, and helpful, effects for 1 round.

LIFE MANTLE

Granted Ability: If you expend your psionic focus as a swift action as you manifest a power from this mantle, your manifester level for that power is considered 1 higher (thus increasing the number of power points you can spend on manifesting the power, among other benefits).

The divine mind who wears the mantle of Light and Darkness never wants for illumination

1 Touch of Health[*A]: Channel positive energy to cure damage or deal damage to undead.
2 From the Brink[*A]: You stabilize a dying target.
3 Body Purification[A]: You heal 1d12 points of damage.
4 Stygian Ward[*]: Grant immunity to death spells and negative energy effects.
5 Psionic Revivify[AX]: Return the dead to life before the psyche leaves the corpse.
6 Mend Wounds[*A]: Cure nonundead of 55 damage, or deal 55 damage to undead.
6 Restoration, Psionic: Restores level and ability score drains.
8 True Metabolism[A]: You regenerate 10 hit points/round. Unlike other manifesters of this power, you gain a new augmentation option.

Augment: If you spend 5 additional power points, you can affect one additional willing creature touched with this power.

LIGHT AND DARKNESS MANTLE

Granted Ability: When you gain this mantle, choose whether you gain low-light vision or darkvision out to 60 feet. If you already have both, you can double the range of your low-light vision or add 30 feet to the range of your darkvision.

1 Control Light[A]: Adjust ambient light levels. You also gain an augmentation option unavailable to other manifesters of this power.

Augment: If you spend 4 additional power points, you can create the effect of a *daylight* or *darkness* spell.

1 Elfsight: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.
1 My Light[A]: Your eyes emit 20-ft. cone of light.
2 Claws of Darkness[*A]: Gain claw attacks and slow grappled targets.
4 Light Beam[*A]: Deal 5d6 damage in 120-ft. line.
5 Shadow Walk, Psionic[*]: Step into shadow to travel rapidly.
8 Light Burst[*A]: Blinds all within 10 ft., deals 6d6 damage.

MAGIC MANTLE

Granted Ability: You gain Use Magic Device as a class skill. If you purchased ranks in Use Magic Device or Use Psionic Device at the cross-class rate, you get additional ranks in Use Magic Device or Use Psionic Device as if it had always been a class skill for you.

In addition, you always treat magic and psionics as identical. Therefore, powers such as *dispel psionics* work for both magic and psionics. Most campaigns already treat them in this manner, so this mantle is most useful in campaigns where they are considered different systems.

1 Metaphysical Weapon[A]: Weapon gains +1 bonus.
3 Dispel Psionics[A]: Cancels psionic powers and effects.
5 Power Resistance: Grant power resistance equal to 12 + level.
6 Analyze Dweomer, Psionic[*A]: Reveals magical aspects of subject. You also gain an augmentation option unavailable to other manifesters of this power.

Augment: For every additional power point you spend, you can analyze an additional object or creature, requiring an additional round per target.

6 Null Psionics Field: Create a field where psionic power does not function.
8 Protection from Spells, Psionic[*A]: Gain +3 on saves against spells and spell-like abilities.

MENTAL POWER MANTLE

Granted Ability: For the purpose of determining bonus power points for the class that gives you this mantle, treat your Wisdom score as 2 points higher than its actual value.

1 Mind Thrust[A]: Deal 1d10 damage.
2 Id Insinuation[A]: Swift tendrils of thought disrupt and confuse your target.
2 Mental Disruption[A]: Daze creatures within 10 feet for 1 round.
3 Mind Trap[A]: Drain 1d6 power points from anyone who attacks you with a telepathy power.
4 Intellect Fortress[A]: Those inside fortress rake only half damage from all power and psi-like abilities until your next action.
5 Psychic Crush[A]: Brutally crush target's mental essence, reducing subject to –1 hit points.

6 **Cranial Deluge**[*A]: Massive physical damage can cause your opponent's head to explode.
8 **Hypercognition:** You can deduce almost anything.

NATURAL WORLD MANTLE

Granted Ability: You gain the wild empathy class feature (PH 35), except the result is determined by 1d20 + manifester level + your Cha modifier.
1 **Chameleon:** Gain +10 enhancement bonus on Hide checks.
1 **Metaphysical Claw**[A]: Your natural weapon gains +1 bonus.
1 **Stone Mind**[*A]: Gain bonuses on Search checks while standing on stone or earth.
2 **Animal Affinity**[A]: Gain +4 enhancement to one ability.
2 **Psionic Scent:** Gain the scent ability.
4 **Metamorphosis:** Assume shape of creature or object.
5 **Oak Body**[A]: Your body becomes as hard as oak.
7 **Animate Plants, Psionic***: One or more plants animate and fight for you.
9 **Earthquake, Psionic***: Intense tremor shakes 5-ft./level radius.

PAIN AND SUFFERING MANTLE

Granted Ability: As an immediate action, you can expend your psionic focus to share the pain of the next melee attack that deals damage to you. The attacker takes damage equal to half the damage it deals you.
1 **Disable**[A]: Subjects incorrectly believe they are disabled.
2 **Inflict Pain**[A]: Telepathic stab gives your foe –4 on attack rolls, or –2 if he makes the save.
2 **Recall Agony**[A]: Foe takes 2d6 damage.
3 **Empathic Transfer, Hostile**[*A]: Your touch transfers your hurt to another.
3 **Share Pain, Forced**[A]: Unwilling subject takes some of your damage.
4 **Empathic Feedback**[A]: When you are hit in melee, your attacker takes damage.
5 **Psychotic Break**[*A]: Targets viciously attack closest creature.
6 **Fuse Flesh**[A]: Fuse subject's flesh, creating a helpless mass.
9 **Affinity Field, Pain***: Negative effects that affect you also affect others.

PHYSICAL POWER MANTLE

Granted Ability: As a tree action, you can expend your psionic focus to gain a +2 bonus to Str, Dex, or Con for 1 round.
1 **Adrenaline Boost**[*A]: Receive a temporary Str and Dex boost.
1 **Vigor**[A]: Gain 5 temporary hit points.
2 **Animal Affinity**[A]: Gain +4 enhancement to one ability.
3 **Graft Weapon:** Your hand is replaced seamlessly by your weapon.
5 **Psychofeedback:** Boost Str, Dex. or Con at the expense of one or more other scores.
7 **Oak Body**[A]: Your body becomes as hard as oak.
8 **True Metabolism**[A]: You regenerate 10 hit points/round.

THE PLANES MANTLE

Granted Ability: You can expend your focus to gain a +4 bonus on manifester level checks made to overcome an outsider's power resistance. You can use this ability in conjunction with the Power Penetration or Greater Power Penetration feat, and the effects stack.
1 **Astral Traveler:** Enable yourself or another to join an *astral caravan*-enabled trip.
3 **Astral Caravan**[A]: You lead an *astral traveler*-enabled group to a planar destination.
4 **Dimensional Anchor, Psionic:** Bars extradimensional movement.
4 **Dismissal, Psionic:** Forces a creature to return to its native plane.
5 **Plane Shift, Psionic:** Travel to other planes.
6 **Planar Champion**[*A]: Call a good or evil creature to do your bidding.
7 **Ethereal Jaunt, Psionic:** Become ethereal for 1 round/level.
9 **Etherealness, Psionic:** Become ethereal for 1 min./level.

REPOSE MANTLE

Granted Ability: While psionically focused, you gain a +2 bonus on Concentration checks. You can expend your focus as a free action to gain a +5 bonus on a single Concentration check.
1 **Empty Mind**[A]: You gain +2 on Will saves until your next action.
2 **Serenity**[*A]: Pacify a creature and stop it from fighting.
2 **Empathic Transfer**[A]: Transfer another's wounds to yourself.
3 **Solicit Psicrystal**[A]: Your psicrystal takes over your concentration power.
4 **Steadfast Perception:** Gain immunity to illusory effects, +6 bonus on Spot and Search checks.
6 **Suspend Life:** Put yourself into a state akin to suspended animation.
7 **Mind Blank, Personal:** You are immune to scrying and mental effects.

TIME MANTLE

Granted Ability: You gain a +2 bonus on initiative checks. In addition, once per day, you can expend your psionic focus as an immediate action to delay the onset of one damaging attack or effect. Instead of taking the damage immediately, as normal, you take it 1 round later. If, in the intervening turn, you gain some immunity that would have protected you from the damage, it does not protect you from the delayed damage. You are subject to the damage as if you had taken it when the blow or effect was struck.
1 **Deceleration**[A]: Target's speed is halved.
2 **Sustenance:** Go without food and water for one day.
3 **Time Hop**[A]: Subject hops forward in time 1 round/level.
5 **Anticipatory Strike**[*A]: Take your action out of initiative order.
6 **Temporal Acceleration**[A]: Your time frame accelerates for 1 round.
8 **Time Hop, Mass**[A]: Willing subjects hop forward in time.
9 **Time Regression**[X]: Relive the last round.

PSION/WILDER POWERS

1ST-LEVEL PSION/WILDER POWERS

Astral Traveler: Enable yourself or another to join an astral caravan-enabled trip.
Attraction[A]: Subject has an attraction you specify.
Bolt[A]: You create a few enhanced short-lived bolts, arrows, or bullets.
Call to Mind: Gain additional Knowledge check with +4 competence bonus.
Catfall[A]: Instantly save yourself from a fall.
Conceal Thoughts: You conceal your motives.
Control Flames[A]: Take control of nearby open flame.
Control Light: Adjust ambient light levels.
Create Sound: Create the sound you desire.
Crystal Shard[A]: Ranged touch attack for 1d6 points of piercing damage.
Daze, Psionic[A]: Humanoid creature of 4 HD or fewer loses next action.
Deceleration[A]: Target's speed is halved.
Deflection Field*: Manipulate a field of energy to protect you from attacks.
Deja Vu[A]: Your target repeats his last action.
Demoralize[A]: Enemies become shaken.
Detect Psionics: You detect the presence of psionics.
Disable[A]: Subjects incorrectly believe they are disabled.
Dissipating Touch[A]: Touch deals 1d6 damage.
Distract: Target has –4 penalty on Listen, Search, Sense Motive, and Spot checks.
Ecto Protection[A]: An astral construct gains bonus against *dismiss ectoplasm*.
Eidetic Lock*[A]: Memorize an image or passage completely.
Empathy[A]: You know the subject's surface emotions.
Empty Mind[A]: You gain +2 on Will saves until your next action.
Endure Elements, Psionic*: Exist comfortably in hot or cold environments.
Energy Arc*[A]: Energy of a type you choose shoots from your outstretched fingertips in a short cone.
Energy Ray[A]: Deal 1d6 energy (cold, electricity, fire, or sonic) damage.
Entangling Ectoplasm: You entangle a foe in sticky goo.
Far Hand[A]: Move small objects from a limited distance.
Float[A]: You buoy yourself in water or other liquid.
Force Screen[A]: Invisible disc provides +4 shield bonus to AC.
Grease, Psionic: Makes 10-ft. square or one object slippery.
Hammer[A]: Melee touch attack deals 1d8/round.
Inertial Armor[A]: Tangible field of force provides you with +4 armor bonus to AC.
Know Direction and Location: You discover where you are and what direction you face.
Matter Agitation: You heat a creature or object.
Mind Thrust[A]: Deal 1d10 damage.
Missive[A]: Send a one-way telepathic message to subject.
My Light[A]: Your eyes emit 20-ft. cone of light.
Precognition, Defensive[A]: Gain +1 insight bonus to AC and saving throws.
Precognition, Offensive[A]: Gain +1 insight bonus on your attack rolls.
Prescience, Offensive[A]: Gain +2 insight bonus on your damage rolls.
Primal Fear*[A]: Target is shaken for 1 round.
Sense Link[A]: You sense what the subject senses (single sense).
Slow Breathing*[A]: Gain a +4 competence bonus on saving throws against altitude sickness.
Skate: Subject slides skillfully along the ground.
Stone Mind*[A]: Gain bonuses on Search checks while standing on stone or earth.
Stygian Discernment*: Gain insight to act against detected undead and negative energy auras.
Synchronicity*[A]: Ready an action and use it when you choose.
Synesthete: You receive one kind of sense when another sense is stimulated.
Telempathic Projection: Alter the subject's mood.
Urban Strider*[A]: Move across uneven surfaces or through crowds with ease.
Vigor[A]: Gain 5 temporary hit points.

2ND-LEVEL PSION/WILDER POWERS

Bestow Power[A]: Subject receives 2 power points.
Biofeedback[A]: Gain damage reduction **2/–.**
Body Equilibrium: You can walk on nonsolid surfaces.
Cloud Mind: You erase knowledge of your presence from target's mind.
Concealing Amorpha: Quasi-real membrane grants you concealment.
Concussion Blast[A]: Deal 1d6 force damage to target.
Control Sound: Create very specific sounds.
Crystalstorm*[A]: Crystal spray deals 2d4 damage + 1d4 Con damage.
Damp Power*[A]: Variable numeric effects of enemy powers are minimized against you.
Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.
Earth Walk*[A]: Move easily in all directions while on earthen surfaces.
Ego Whip[A]: Deal 1d4 Cha damage and daze for 1 round.
Elemental Steward*[A]: Summon a small psionic elemental to protect and serve you.
Elfsight: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.
Energy Adaptation, Specified[A]: Gain resistance 10 against one energy type.
Energy Emanation*[A]: Deal 1d6 points of chosen energy damage to surrounding creatures.
Energy Push[A]: Deal 2d6 damage and knock subject back.
Energy Stun*[A]: Deal 1d6 damage and stun target if it fails both saves.
Feat Leech[A]: Borrow another's psionic or metapsionic feats.
Id Insinuation[A]: Swift tendrils of thought disrupt and confuse your target.
Identify, Psionic: Learn the properties of a psionic item.
Inflict Pain[A]: Telepathic stab gives your foe –4 on attack rolls, or –2 if he makes the save.
Knock, Psionic: Opens locked or psionically sealed door.
Larval Flayers*[A]: Summon 1d4+1 larval flayers to aid you.
Levitate, Psionic: You move up and down, forward and back via mental support.
Mental Disruption[A]: Daze creatures within 10 feet for 1 round.
Missive, Mass[A]: You send a one-way telepathic message to an area.

Psionic Lock: Secure a door, chest, or portal.
Psychic Scimitar[*A]**:** Create scimitar of the mind that attacks foes.
Psychoportive Shelter[*A]**:** Create an extradimensional shelter.
Recall Agony[A]**:** Foe takes 2d6 damage.
Sense Link, Forced: Sense what subject senses.
Serenity[*A]**:** Pacify a creature and stop it from fighting.
Share Pain: Willing subject takes some of your damage.
Stygian Ray[*]**:** Bestow a negative level on foe for 1 round.
Sustenance: Go without food and water for one day.
Swarm of Crystals[A]**:** Crystal shards spray forth, dealing 3d4 slashing damage.
Thought Shield[A]**:** Gain PR 13 against mind-affecting powers.
Tongues, Psionic: You can communicate with intelligent creatures.
Zone of Alertness[*A]**:** Gain advantages and Spot and Listen bonus equal to number of allies in area.

3RD-LEVEL PSION/WILDER POWERS

Body Adjustment[A]**:** You heal 1d12 points of damage.
Body Purification[A]**:** You restore 2 points of ability damage.
Cerebral Phantasm[*A]**:** Terrifying internal horrors take shape and attack your opponent.
Danger Sense[A]**:** You gain +4 bonus against traps.
Darkvision, Psionic: See 60 ft. in total darkness.
Dimension Twister[*A]**:** Teleports foe short distance and deals 5d6 damage.
Dismiss Ectoplasm: Dissipates ectoplasmic targets and effects.
Dispel Psionics[A]**:** Cancels psionic powers and effects.
Energy Bolt[A]**:** Deal 5d6 energy damage in 120-ft. line.
Energy Burst[A]**:** Deal 5d6 energy damage in 40-ft. burst.
Energy Lance[*A]**:** Lance of energy deals 5d6 hp + secondary effect based on energy type.
Energy Retort[A]**:** Ectoburst of energy automatically targets your attacker for 4d6 damage once each round.
Energy Wall: Create wall of your chosen energy type.
Eradicate Invisibility[A]**:** Negate invisibility in 50-ft. burst.
Exhalation of the Bronze Dragon[*A]**:** Exhale a cone of gas that unsettles your enemies for 1d4 rounds.
Glyph of Warding, Psionic[*A]**:** Set a psionic trap to protect a chosen area or opening.
Heavy Earth[*A]**:** Alter gravity locally.
Keen Edge, Psionic: Doubles normal weapon's threat range.
Mental Barrier[A]**:** Gain +4 deflection bonus to AC until your next action.
Mindfire[*A]**:** You inflict the disease mindfire upon your foe.
Mind Trap[A]**:** Drain 1d6 power points from anyone who attacks you with a telepathy power.
Psionic Blast: Stun creatures in 30-ft. cone for 1 round.
Psychic Containment[*A]**:** Temporarily disallow the use of psionics for **a** single creature.
Realized Potential[*]**:** Target gains +1 on attacks and saves and +2 on trained skill checks.
Share Pain, Forced[A]**:** Unwilling subject takes some of your damage.
Solicit Psicrystal[A]**:** Your psicrystal takes over your concentration power.
Telekinetic Force[A]**:** Move an object with the sustained force of your mind.
Telekinetic Thrust[A]**:** Hurl objects with the force of your mind.
Time Hop[A]**:** Subject hops forward in time 1 round/level.
Touchsight[A]**:** Your telekinetic field tells you where everything is.
Ubiquitous Vision: You have all-around vision.

4TH-LEVEL PSION/WILDER POWERS

Aura Sight[A]**:** Reveals creatures, objects, powers, or spells of selected alignment axis.
Correspond: Hold mental conversation with another creature at any distance.
Death Urge[A]**:** Implant a self-destructive compulsion.
Detect Remote Viewing: You know when others spy on you remotely.
Dimension Door, Psionic[*A]**:** Teleports you a short distance.
Divination, Psionic: Provides useful advice for specific proposed action.
Ectoplasmic Swarm[*A]**:** Summon a swarm of crystalline spiders.
Empathic Feedback[A]**:** When you are hit in melee, your attacker takes damage.
Energy Adaptation[A]**:** Your body converts energy to harmless light.
Energy Flash[*A]**:** Touch deals 5d6 of chosen energy damage to foe.
Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.
Intellect Fortress[A]**:** Those inside fortress take only half damage from all powers and psi-like abilities until your next action.
Mindwipe[A]**:** Subject's recent experiences wiped away, bestowing negative levels.
Personality Parasite: Subject's mind calves self-antagonistic splinter personality for 1 round/level.
Planar Apotheosis[*A]**:** Temporarily become celestial or fiendish.
Power Leech: Drain 1d6 power points/round while you maintain concentration; gain 1 point/round.
Psychic Reformation[X]**:** Subject can choose skills, feats, and powers anew for previous levels.
Shadow Eft[*A]**:** Summon a shadow eft to aid you.
Suggestion, Implanted[*A]**:** Plant suggestion to be triggered later.
Telekinetic Maneuver[A]**:** Telekinetically bull rush, disarm, grapple, or trip your target.
Trace Teleport[A]**:** Learn destination of subject's *teleport.*
Wall of Ectoplasm: You create a protective barrier.

5TH-LEVEL PSION/WILDER POWERS

Adapt Body: Your body automatically adapts to hostile environments.
Anticipatory Strike[*]**:** Take your action out of initiative order.
Catapsi[A]**:** Psychic static inhibits power manifestation.
Celestial Conduit[*A]**:** Launch a bolt of ectoplasm-mediated positive energy from your fingertips.
Cranial Deluge[*A]**:** Massive physical damage can cause your opponent's head to explode.
Detain Ectoplasm[*]**:** Dismiss constructs and use liberated ectoplasm to bolster your metacreativity powers.

Ectoplasmic Shambler: Foglike predator deals 1 point of damage/two levels each round to an area.
Ethereal Agent*: Create a psionic sensor that watches the Material Plane from the Ethereal Plane.
Incarnate[X]: Make some powers permanent.
Leech Field[A]: Leech power points each time you make a saving throw.
Major Creation, Psionic: As *psionic minor creation*, plus stone and metal.
Plane Shift, Psionic: Travel to other planes.
Power Resistance: Grant PR equal to 12 + level.
Psychic Crush[A]: Brutally crush subject's mental essence, reducing subject to –1 hit points.
Psychotic Break*[A]: Targets viciously attack closest creature.
Shatter Mind Blank: Cancels target's *mind blank* effect.
Stomp, Greater*[A]: Psychokinetic shock wave deals damage and knocks creatures down.
Stygian Dominion*[A]: Assume control over the body of a mindless undead creature.
Suppress Schism*[A]: Block dual minds and schisms.
Telekinetic Buffer*[A]: Use telekinesis to force creatures away from you.
Tower of Iron Will[A]: Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.
True Seeing, Psionic: See all things as they really are.

6TH-LEVEL PSION/WILDER POWERS

Aura Alteration[A]: Repairs psyche or makes subject seem to be something it is not.
Breath of the Black Dragon[A]: Breathe acid for 11d6 damage.
Cloud Mind, Mass: Erase knowledge of your presence from the minds of one creature/level.
Contingency, Psionic[X]: Sets trigger condition for another power.
Co-opt Concentration: Take control of foe's concentration power.
Disintegrate, Psionic[A]: Turn one creature or object to dust.
Energy Barrage*[A]: Decimate foes with a barrage of energy explosions.
Energy Nullification Field*[A]: Suppresses psionic powers with chosen energy descriptor.
Ethereal Abduction*[A]: Force another creature onto the Ethereal Plane.
Fuse Flesh[A]: Fuse subject's flesh, creating a helpless mass.
Inconstant Location*[A]: Make swift instantaneous moves in combat.
Mind over Energy*: Gain brief immunity to chosen energy type.
Overland Flight, Psionic: You fly at a speed of 40 ft. and can hustle over long distances.
Psychometry*[A]: Read psychic impressions from a given location.
Remote View Trap: Deal 8d6 points electricity damage to those who seek to view you at a distance.
Retrieve[A]: Teleport to your hand an item you can see.
Stygian Bolt*[A]: Enemies in a 120-ft. line gain 1d4 negative levels.
Suspend Life: Put yourself in a state akin to suspended animation.
Temporal Acceleration[A]: Your time frame accelerates for 1 round.

7TH-LEVEL PSION/WILDER POWERS

Decerebrate: Remove portion of subject's brain stem.
Divert Teleport: Choose destination for another's *teleport*.
Energy Claw*[A]: Create claw of energy that grapples and damages foe.
Energy Conversion: Offensively channel energy you've absorbed.
Energy Wave[A]: Deal 13d4 damage of your chosen energy type in 120-ft. cone.
Evade Burst[A]: You take no damage from a burst on a successful Reflex save.
Eyes of the Basilisk*: Turn one creature per round to stone with a glance.
Insanity[A]: Subject is permanently *confused*.
Mind Blank, Personal: You are immune to scrying and mental effects.
Moment of Prescience, Psionic: You gain insight bonus on single attack roll, check, or save.
Oak Body[A]: Your body becomes as hard as oak.
Phase Door, Psionic: Invisible passage through wood or stone.
Planar Champion*[A]: Call a good or evil creature to do your bidding.
Sequester, Psionic[X]: Subject invisible to sight and remote viewing; renders subject comatose.
Ultrablast[A]: Deal 13d6 damage in 15-ft. radius.

8TH-LEVEL PSION/WILDER POWERS

Bend Reality[X]: Alters reality within power limits.
Iron Body, Psionic: Your body becomes living iron.
Matter Manipulation[X]: Increase or decrease an object's base hardness by 5.
Mind Blank, Psionic: Subject immune to mental/emotional effects, scrying, and remote viewing.
Planar Embrace*: Temporarily become a half-celestial or half-fiend.
Recall Death: Subject dies or takes 5d6 damage.
Shadow Body: You become a living shadow (not the creature).
Stygian Veil*: You take on traits of the undead type.
Teleport, Psionic Greater: As *psionic teleport*, but no range limit and no off-target arrival.
True Metabolism: You regenerate 10 hit points/round.

9TH-LEVEL PSION/WILDER POWERS

Affinity Field: Effects that affect you also affect others.
Apopsi[X]: You delete target's psionic powers.
Assimilate: Incorporate creature into your own body.
Etherealness, Psionic: Become ethereal for 1 min./level.
Microcosm[A]: Creature or creatures live forevermore in a world of their own imaginations.
Reality Revision[X]: As *bend reality*, but fewer limits.
Stygian Conflagration*[A]: Pillar of black flame bestows negative levels on those in its path.
Timeless Body: Ignore all harmful and helpful effects for 1 round.
Urge Extermination*[A]: Kill one living creature with 90 or fewer hp.

PSION DISCIPLINE POWERS

EGOIST (PSYCHOMETABOLISM) DISCIPLINE POWERS

1 **Thicken Skin**[A]: Gain +1 enhancement bonus to your AC for 10 min./level.
2 **Animal Affinity**[A]: Gain +4 enhancement to one ability.
Chameleon: Gain +10 enhancement bonus on Hide checks.
Empathic Transfer[A]: Transfer another's wounds to yourself.
3 **Ectoplasmic Form**: You gain benefits of being insubstantial and can fly slowly.
Hustle: Instantly gain a move action.
4 **Metamorphosis**: Assume shape of creature or object.
Psychic Vampire: Touch attack drains 2 power points/level from foe.
5 **Psionic Revivify**[A X]: Return the dead to life before the psyche leaves the corpse.
Psychofeedback: Boost Str, Dex, or Con at the expense of one or more other scores.
Restore Extremity: Return a lost digit, limb, or other appendage to subject.
6 **Restoration, Psionic**: Restores level and ability score drains.
7 **Fission**: You briefly duplicate yourself.
8 **Fusion**[X]: You combine your abilities and form with another.
9 **Metamorphosis, Greater**[X]: Assume shape of any non-unique creature or object each round.

KINETICIST (PSYCHOKINESIS) DISCIPLINE POWERS

1 **Control Object**: Telekinetically animate a small object.
2 **Control Air**[A]: You have control over wind speed and direction.
Energy Missile[*A]: Deal 3d6 energy damage to up to five subjects.
3 **Energy Cone**[A]: Deal 5d6 energy damage in 60-ft. cone.
Telekinetic Boomerang[*A]: Object returns to your hand immediately.
4 **Control Body**[A]: Take rudimentary control of your foe's limbs.
Energy Ball[A]: Deal 7d6 energy damage in 20-ft. radius.
Inertial Barrier: Gain damage reduction 5/—.
5 **Energy Current**[A]: Deal 9d6 damage to one foe and half to another foe as long as you concentrate.
Energy Nullification Field[*A]: Suppress psionic powers with chosen energy descriptor.
Fiery Discorporation[A]: Cheat death by discorporating into nearby fire for one day.
6 **Dispelling Buffer**: Subject is buffered from one *dispel psionics* effect.
Null Psionics Field: Create a field where psionic power does not function.
7 **Reddopsi**: Powers targeting you rebound on the manifester.
8 **Telekinetic Sphere, Psionic**: Mobile force globe encapsulates creature and moves it.
9 **Tornado Blast**[A]: Vortex of air subjects your foes to 17d6 damage and moves them.

NOMAD (PSYCHOPORTATION) DISCIPLINE POWERS

1 **Burst**: Gain +10 ft. to speed this round.
Detect Teleportation[A]: Know when teleportation powers are used in close range.
2 **Dimension Swap**[A]: You and ally or two allies switch positions.
Evade Attack[*A]: Use an immediate action, to deflect attack of opportunity.
Levitate, Psionic: You move up and down, forward and back, via mental support.
3 **Astral Caravan**[A]: You lead an *astral traveler*-enabled group to a planar destination.
4 **Dimensional Anchor, Psionic**: Bars excradimensional movement.
Dismissal, Psionic: Forces a creature to return to its native plane.
Fly, Psionic: You fly at a speed of 60 ft.
5 **Baleful Teleport**[A]: Destructive teleport deals 9d6 damage.
Teleport, Psionic: Instantly transports you as far as 100 miles/level.
Teleport Trigger: Predetermined event triggers *teleport*.
Temporal Reiteration[*A]: Manifester conserves 1 round of effects' duration.
6 **Banishment, Psionic**[A]: Banishes extraplanar creatures.
7 **Dream Travel**[A]: Travel to other places through dreams.
Ethereal Jaunt, Psionic: Become ethereal for 1 round/level.
8 **Time Hop, Mass**[A]: Willing subjects hop forward in time.
9 **Teleportation Circle, Psionic**: Circle teleports any creatures inside to designated spot.
Time Regression[X]: Relive the last round.

SEER (CLAIRSENTIENCE) DISCIPLINE POWERS

1 **Destiny Dissonance**: Your dissonant touch sickens a foe.
Precognition: Gain +2 insight bonus on one roll.
2 **Clairvoyant Sense**: See and hear a distant location.
Object Reading[A]: Learn details about an object's previous owner.
Sensitivity to Psychic Impressions: You can find out about an area's past.
3 **Escape Detection**: You become difficult to detect with clairsentience powers.
Fate Link[A]: You link the fates of two targets.
4 **Anchored Navigation**[A]: Establish a mishap-free *teleport* beacon.
Remote Viewing[X]: See, hear, and potentially interact with subjects at a distance.
5 **Clairtangent Hand**[A]: Emulate *far hand* at a distance.
Second Chance: Gain a reroll.
6 **Precognition, Greater**: Gain +4 insight bonus on one roll.
7 **Fate of One**: Reroll any roll you just failed.
8 **Hypercognition**: You can deduce almost anything.
9 **Metafaculty**[X]: You learn details about any one creature.

SHAPER (METACREATIVITY) DISCIPLINE POWERS

1 **Astral Construct**[*A]: Creates astral construct to fight for you.

Minor Creation, Psionic: Creates one cloth or wood object.

2 **Psionic Repair Damage:** Repairs construct of 3d8 hit points +1 hp/level.

3 **Concealing Amorpha, Greater:** Quasi-real membrane grants you total concealment.
Ectoplasmic Cocoon[A]: You encapsulate a foe so it can't move.

4 **Burrowing Bonds[*A]:** Crystalline bonds deal 3d6 damage plus 1d6 damage for 1 round/level.
Fabricate, Psionic: Transforms raw goods to finished items.
Quintessence: You collapse a bit of time into a physical substance.

5 **Hail of Crystals[A]:** A crystal explodes in an area, dealing 9d4 slashing damage.

6 **Crystallize:** Turn subject permanently to crystal.
Fabricate, Greater Psionic: Transforms a lot of raw goods to finished items.

7 **Ectoplasmic Cocoon, Mass:** You encapsulate all foes in a 20-ft. radius.

8 **Astral Seed:** You plant the seed of your rebirth from the Astral Plane.

9 **Genesis[X]:** You instigate a new demiplane on the Astral Plane.
True Creation[X]: As *psionic major creation*, except items are completely real.

TELEPATH (TELEPATHY) DISCIPLINE POWERS

1 **Charm, Psionic[A]:** Makes one person your friend.
Mindlink[A]: You forge a limited mental bond with another creature.

2 **Aversion[A]:** Subject has aversion you specify.
Brain Lock[A]: Subject cannot move or take any mental actions.
Read Thoughts: Detect surface thoughts of creatures in range.
Suggestion, Psionic[A]: Compels subject to follow stated course of action.

3 **Crisis of Breath[A]:** Disrupt subject's breathing.
Empathic Transfer, Hostile[*A]: Your touch transfers your hurt to another.
False Sensory Input[A]: Subject sees what isn't there.

4 **Dominate, Psionic[A]:** Control target telepathically.
Mindlink, Thieving[A]: Borrow knowledge of a subject's power.
Modify Memory, Psionic: Changes 5 minutes of subject's memories.
Schism: Your partitioned mind can manifest lower-level powers.

5 **Metaconcert[A]:** Mental concert of two or more increases the total power of the participants.
Mind Probe: You discover the subject's secret thoughts.

6 **Mind Switch[A X]:** You switch minds with another.

7 **Crisis of Life[A]:** Stop subject's heart.

8 **Mind Seed[X]:** Subject slowly becomes you.

9 **Mind Switch, True[X]:** Permanently swap brains.
Psychic Chirurgery[X]: Repair psychic damage or impart knowledge of new powers.

PSYCHIC WARRIOR POWERS

1ST-LEVEL PSYCHIC WARRIOR POWERS

Adrenaline Boost[*A]: Receive a temporary Str and Dex boost.
Astral Traveler: Enable yourself or another to join an *astral caravan*-enabled trip.
Biofeedback[A]: Gain damage reduction 2/–.
Bite of the Wolf: Gain bite attack for 1d8 damage.
Burst: Gain +10 ft. to speed this round.
Call Armor[*A]: Transfer chosen type of armor to your hand.
Call Weaponry[A]: Create temporary weapon.
Catfall[A]: Instantly save yourself from a fall.
Chameleon: Gain +10 enhancement bonus on Hide checks.
Claws of the Beast[A]: Your hands become deadly claws.
Compression[A]: You grow smaller.
Conceal Thoughts: You conceal your motives.
Deaden Blow[*A]: A weapon deals nonlethal damage rather than lethal.
Detect Psionics: You detect the presence of psionics.
Deflection Field[*A]: Manipulate a field of energy to protect you from attacks.
Dissipating Touch[A]: Touch deals 1d6 damage.
Distract: Target has –4 penalty on Listen, Search, Sense Motive, and Spot checks.
Elfsight: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.
Empty Mind: Gain +2 on Will saves until your next action.
Endure Elements, Psionic[*]: Exist comfortably in hot or cold environments.
Expansion[A]: Become one size category larger.
Extend Range[*A]: Increase the range increment of a ranged or thrown weapon.
Float[A]: Buoy yourself in water or other liquid.
Force Screen[A]: Invisible disc provides +4 shield bonus to AC.
Grip of Iron[A]: Your iron grip gives +4 bonus on grapple checks.
Hammer[A]: Melee touch attack deals 1d8 DMG/round.
Inertial Armor[A]: Tangible field of force provides you with +4 armor bonus to AC.
Inspire Mount[*A]: Increase the speed of your mount, and its ability to avoid attacks.
Metaphysical Claw[A]: Your natural weapon gains +1 bonus.
Metaphysical Weapon[A]: Weapon gains +1 bonus.
Mighty Spring[*A]: Gain +10 enhancement bonus on your jump this round.
My Light[A]: Your eyes emit 20-ft. cone of light.
Precognition, Defensive[A]: Gain +1 insight bonus to AC and saving throws.
Precognition, Offensive[A]: Gain +1 insight bonus on your attack rolls.
Prescience, Offensive[A]: Gain +2 insight bonus on your damage rolls.
Prevenom[A]: Your claws gain a poison coating.
Prevenom Weapon[A]: Your weapon is mildly venomous.
Primal Fear[*A]: Target is shaken for 1 round.
Slow Breathing[*A]: Gain a +4 competence bonus on saving throws against altitude sickness.
Skate: Subject slides skillfully along the ground.

Stomp[A]: Subjects fall prone and take 1d4 nonlethal damage.
Stone Mind[*A]: Gain bonuses to Search checks while standing on stone or earth.
Stygian Discernment[*]: Gain insight to act against detected undead and negative energy auras.
Synesthete: You receive one kind of sense when another sense is stimulated.
Thicken Skin[A]: Gain +1 enhancement bonus to your AC for 10 rain./level.
Urban Strider[*A]: Move across uneven surfaces or through crowds with ease.
Vigor[A]: Gain 5 temporary hit points.

2nd-Level Psychic Warrior Powers

Animal Affinity[A]: Gain +4 enhancement to one ability.
Body Adjustment[A]: Heal 1d12 points of damage.
Body Equilibrium: You can walk on nonsolid surfaces.
Body Purification[A]: Restore 2 points of ability damage.
Concealing Amorpha: Quasi-real membrane grants you concealment.
Damp Power[*A]: Variable numeric effects of enemy powers are minimized against you.
Darkvision, Psionic: See 60 ft. in total darkness.
Detect Hostile Intent: You can detect hostile creatures within 30 ft. of you.
Dimension Swap[A]: You and an ally switch positions.
Dissolving Touch[A]: Your touch deals 4d6 acid damage.
Dissolving Weapon[A]: Your weapon deals 4d6 acid damage.
Distracting Shout[*A]: Distract opponents with your powerful shout.
Earth Walk[*A]: Move easily in all directions while on earthen surfaces.
Empathic Transfer[A]: Transfer another's wounds to yourself.
Energy Adaptation, Specified[A]: Gain resistance 10 to one energy type.
Energy Emanation[*A]: Deal 1d6 points of chosen energy damage to surrounding creatures.
Ethereal Volley[*]: Imbue your missiles with force energy, making them ghost touch weapons.
Extend Reach[*A]: Shift area your weapon threatens by 5 ft.
Feat Leech[A]: Borrow another's psionic or metapsionic feats.
Hustle: Instantly gain a move action.
Incite Bravery[*A]: You and allies near you become immune to fear effects for 1 round/level.
Levitate, Psionic: You move up and down, forward and back, via mental support.
Moment of Insight[*A]: Briefly ignore the effects of concealment.
Painful Strike[A]: Your natural weapons deal an extra 1d6 nonlethal damage.
Perfect Archery[*A]: Ranged fire does not provoke attacks of opportunity.
Power Claws[*A]: Your natural weapon deals force damage.
Power Weapon[*]: Your weapon deals force damage.
Prowess: Instantly gain another attack of opportunity.
Psionic Scent: Gain the scent ability.
Psionic Lion's Charge[A]: You can make a full attack in the same round you charge.
Strength of My Enemy[A]: Siphon away your enemy's strength and grow stronger.
Stygian Erasure[*A]: Remove negative levels.
Stygian Weapon[*]: Your weapon is imbued with negative energy.
Sustenance: You can go without food and water for one day.
Thought Shield[A]: Gain PR 13 against mind-affecting powers.
Wall Walker: Grants ability to walk on walls and ceilings.

3rd-Level Psychic Warrior Powers

Claws of the Vampire: Heal half of your claw's base damage.
Concealing Amorpha, Greater: Quasi-real membrane grants you total concealment.
Danger Sense[A]: Gain +4 bonus against traps.
Dimension Slide[A]: Teleports you very short distance.
Duodimensional Claw: Increases your natural weapon's threat range.
Ectoplasmic Form: You gain benefits of being insubstantial and can fly slowly.
Empathic Feedback[A]: When you are hit in melee, your attacker takes damage.
Empathic Transfer, Hostile[*A]: Your touch transfers your hurt to another.
Escape Detection: You become difficult to detect with clairsentience powers.
Evade Burst[A]: You take no damage from a burst on a successful Reflex save.
Exhalation of the Black Dragon[A]: Your acid breath deals 3d6 damage to a close target.
Exhalation of the Bronze Dragon[*A]: Exhale a cone of gas that unsettles your enemies for 1d4 rounds.
Graft Weapon: Your hand is replaced seamlessly by your weapon.
Keen Edge, Psionic: Doubles normal weapon's threat range.
Mental Barrier[A]: Gain +4 deflection bonus on AC until your next action.
Stygian Bane[*]: Your weapon takes on the bane quality.
Telekinetic Boomerang[*A]: Object returns to your hand immediately.
Ubiquitous Vision: You have all-around vision.
Vampiric Blade: You heal half of your base weapon damage.

4th-Level Psychic Warrior Powers

Claw of Energy: Your claws deal additional energy damage.
Dimension Door, Psionic[*A]: Teleports you short distance.
Energy Adaptation[A]: Your body converts energy to harmless light.
Freedom of Movement, Psionic: You cannot be held or otherwise rendered immobile.
Immovability[A]: You are almost impossible to move and gain DR 15/–.
Inertial Barrier: Gain DR 5/–.
Planar Apotheosis[*A]: Temporarily become celestial or fiendish.
Psychic Vampire: Touch attack drains 2 power points/level from foe.
Psychokinetic Weapon[*A]: Animate a weapon to fight of its own volition.
Steadfast Perception: Gain immunity to illusory effects, +6 bonus on Spot and Search checks.

Stygian Disruption*: Your weapon takes on the undead disruption quality.
Truevenom: Your natural weapons are covered in horrible poison.
Truevenom Weapon: Your weapon is horribly poisonous.
Weapon of Energy: Weapon deals additional energy damage.

5TH-LEVEL PSYCHIC WARRIOR POWERS

Adapt Body: Your body automatically adapts to hostile environments.
Catapsi[A]: Psychic static inhibits power manifestation.
Empower Weapon*: Store a power in your weapon.
Living Arrow*[A]: Semisentient arrows can follow foes around corners.
Metaconcert[A]: Mental concert of two or more increases the total power of the participants.
Oak Body[A]: Your body becomes as hard as oak.
Perfect Riposte*[A]: Make attack of opportunity against creature who just missed you.
Psychofeedback: Boost Str, Dex, or Con at the expense of one or more other scores.
Stomp, Greater*[A]: Psychokinetic shock wave deals damage and knocks creatures down.

6TH-LEVEL PSYCHIC WARRIOR POWERS

Blackstone Hammer*[A]: Target weapon petrifies those it strikes.
Breath of the Black Dragon[A]: Breathe acid for 11d6 damage.
Dispelling Buffer: You are buffered from one *dispel psionics* effect.
Form of Doom[A]: You transform into a frightening tentacled beast.
Inconstant Location*[A]: Make swift instantaneous moves in combat.
Mind Blank, Personal: You are immune to scrying and mental effects.
Mind over Energy*: Gain brief immunity to chosen energy type.
Rage of the Remorhaz*[A]: Your body becomes searing hot, damaging those who touch you.
Stygian Touch*[A]: Your touch bestows negative levels and transfers life force to you.
Suspend Life: Put yourself into a state akin to suspended animation.

POWERS

The powers herein are presented in alphabetical order.

ADRENALINE BOOST

Psychometabolism
Level: Lurk 1, Physical Power 1, psychic warrior 1
Display: Olfactory
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Power Points: 1

A sharp, metallic musky scent overwhelms you for a moment as your body is energized by the power of your mind.

You can increase your physical prowess and reaction speed until the beginning of your next round. You receive a +2 insight bonus to Strength and Dexterity.

Augment: For every 3 additional power points you spend, the bonus increases by 1.

AFFINITY FIELD, PAIN

Psychometabolism
Level: Pain and Suffering 9, psion/wilder 9
Display: Material and visual
Manifesting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.-radius emanation, centered on you
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 17

Your eyes burn with an intense red glow, and for a moment both you and your target are sheathed in a translucent red shimmer.

This ability functions as the *affinity field* power (EPH 75), except that you can opt not to include certain creatures that are in the area, and only negative conditions are shared. Those within the feedback loop take all damage (including ability damage) that you take, but they gain no benefits from any healing you receive. Spells or powers that impose penalties are shared; those that grant bonuses are not.

ANALYZE DWEOMER, PSIONIC

Clairsentience
Level: Magic 6
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One object or creature
Duration: 1 round
Saving Throw: None or Will negates; see text for *analyze dweomer*
Power Resistance: No
Power Points: 11

You indicate the object, and with a bright flash of light, you understand it.

As *analyze dweomer* (PH 197), except as noted here.

ANIMATE PLANTS, PSIONIC

Psychokinesis
Level: Natural World 7
Display: Auditory and olfactory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft/2 levels)
Targets: One Large plant/3 levels or all plants within range; see text for *animate plants*
Duration: 1 round/level or 1 hour/level; see text for *animate plants*
Saving Throw: None
Power Resistance: No
Power Points: 13

The sweet scent of freshly cut grass and the rustle of leaves herald the kinetic force you instill in living plants.

As *animate plants* (PH 199), except as noted here.

ANTICIPATORY STRIKE

Psychoportation
Level: Psion/wilder 5, Time 5
Display: Auditory
Manifesting Time: 1 immediate action
Range: Personal
Target: You

Duration: Instantaneous
Power Points: 9

The air reverberates with an eager hum as your movements pick up speed.

You take your normal action for the round at the time that you manifest this power, rather than waiting for your turn to come up in the initiative sequence. In subsequent rounds, your place in the initiative order does not change—you change the time when you act for this round only. You can take a standard action and a move action, or a full-round action, just as you could if you were taking your action at your normal place in initiative order. You can't activate this power if you're flat-footed, and you can't use the power a second time until after your next turn has passed.

For example, if you normally act on initiative count 15, you could use this power to act again on initiative count 12, but this means that you wouldn't be able to act on the next round at initiative count 15 (since you've already used that turn's actions), and you wouldn't be able to use the power again until after your next turn (that is, after the next round's initiative count 15).

ASTRAL CONSTRUCT

Metacreativity (Creation)
Level: Creation 1, shaper 1
Display: Visual
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One created astral construct
Duration: 1 round/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

Coalescing ectoplasm takes the form you desire.

As *astral construct* (EPH 77), except as noted here.

You can have only one astral construct shaped at any one time. If you shape another astral construct, any previous construct dissipates. (The exception is if you are a 5th-level ectopic adept, which gives you the ability to create another astral construct while you have one active.)

BLACKSTONE HAMMER

Psychometabolism
Level: Elements 6, psychic warrior 6
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Melee weapon touched
Duration: 1 round/level or until discharged
Saving Throw: None (object, harm-less) or Fortitude negates; see text
Power Resistance: No (object, harmless) or yes; see text
Power Points: 11

The weapon you touch suddenly shines with a pale, glowing light.

You alter the nature of one weapon and imbue it with the ability to petrify those it strikes. Although the base damage of the weapon is unaltered, the weapon deals bludgeoning damage for the duration of the power.

If a creature struck by a weapon affected by *blackstone hammer* fails its saving throw, it (along with all its carried gear) is turned into a mindless, inert statue of dark stone. Striking a creature with the weapon discharges the power. If a statue resulting from this power is broken or damaged, the subject (if ever returned to flesh) has similar damage or deformities. The creature is not dead, but neither does it seem to be alive when viewed with spells such as *deathwatch*.

Only creatures made of flesh are affected by this power.

Augment: For every 4 additional power points you spend, you can invest the weapon with an additional charge. Each additional charge allows the weapon to be used one more time before the *blackstone hammer* effect is discharged.

BREATHLESS

Psychometabolism
Level: Elements 3
Display: Material
Manifesting Time: 1 standard action
Range: Personal; see text
Target: You; see text
Duration: 10 min./level
Saving Throw: None
Power Resistance: Yes (harmless)
Power Points: 5

Ectoplasm covers your mouth.

You alter your body so that you no longer need to breathe. You cannot be harmed by inhaled substances and can function without fresh air (even underwater) for the duration of the power.

Augment: If you spend 2 additional power points, this power can affect one additional touched creature.

BURROWING BONDS

Metacreativity (Creation)
Level: Shaper 4
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One Medium or smaller creature
Duration: 1 round/level (D)
Saving Throw: Reflex negates
Power Resistance: No
Power Points: 7

A pealing chime accompanies the appearance of a long, slender, malleable shaft of crystal. It entwines your foe in its loops, piercing his flesh and holding him bound.

The crystalline bonds deal 3d6 points of damage when they first entwine and pierce the target's flesh, and 1d6 points of piercing damage (see the Metacreativity and Damage Reduction sidebar, below) every round thereafter as they continue to writhe and burrow, tightening their grasp.

A target caught by the bonds can attempt purely mental actions, such as manifesting a power. However, the burrowing nature of the bonds requires that a manifester make a Concentration check for each power attempted with a DC of 20 + half the continuous damage last dealt. (The continuous damage is that damage dealt in each round after the initial round of the effect.)

The target can break loose by spending 1 round and making a DC 20

METACREATIVITY AND DAMAGE REDUCTION

Any damage-dealing metacreativity power that specifies piercing, slashing, or bludgeoning damage does not automatically overcome a creature's damage reduction. Such powers include *crystal shard (EPH* 89), *hail of crystals (EPH* 111), *swarm of crystals (EPH* 134), *burrowing bonds* (page 79), and *crystalstorm* (page 81).

Strength check or a DC 25 Escape Artist check. Alternatively, cutting or damaging the bonds can free a victim. The crystal has AC 5, hardness 12, and 30 hit points.

Augment: You can augment this power in one or more of the following ways.

1. For every 2 additional power points you spend, this power's save DC and the DCs to break loose increase by 1.

2. For every 2 additional power points you spend, this power can affect a target of one size category larger.

3. For every 2 additional power points you spend, the continuous damage increases by 1d6 points.

CALL ARMOR

Psychoportation (Teleportation)
Level: Justice 2, psychic warrior 1
Display: Material
Manifesting Time: 1 round
Range: 0 ft.
Effect: One suit of armor or shield; see text
Duration: 1 min./level (D); see text
Saving Throw: None
Power Resistance: No
Power Points: Justice 3, psychic warrior 1

Armor appears on your body, answering your mental call.

You call a suit of armor or a shield to you, seemingly from thin air. (Actually, it is a real item snatched from some other random location in space and time.) You don't have to see or know of the item to call it. In fact, you can't ever call a specific item; you just specify the kind (chain shirt, full plate, buckler, and so on). The item is made of ordinary materials appropriate for its kind. Armor appears correctly donned, and a shield appears on the proper arm. Armor and shields gained by *call armor* are distinctive due to their astral glimmer.

If a called suit of armor is ever off your body or you relinquish your grip on a called shield for 2 or more consecutive rounds, the object automatically returns to its point of origin. (For this purpose, you're considered to be wearing armor when you're donning or shedding it.)

Augment: You can augment this power in one or both of the following ways.

1. For every 4 additional power points you spend, the item's enhancement bonus to Armor Class improves by 1. For example, if you spend 15 power points, you call a shield or a suit of armor with a +3 enhancement bonus to Armor Class.

2. If you spend 4 additional power points, you can alter the substance of the armor to make it mithral. If you spend 8 additional power points, you can make it adamantine.

Crystalline bonds bold and burrow through the victim's flash

CELESTIAL CONDUIT

Psychokinesis
Level: Good 5, psion/wilder 5
Display: Material and visual
Manifesting Time: 1 standard action
Range: 120 ft.
Area: 120-ft. line
Duration: Instantaneous
Saving Throw: Reflex halt
Power Resistance: Yes
Power Points: 9

Your hands seem to shift and change into pure ectoplasm as a stream of radiant energy pulses outward from them.

Reaching across the planes, you form a momentary link between yourself and the Positive Energy Plane. With the connection made, you instantly guide a massive charge of positive energy from your psyche into the material world, channeling it along a burning ectoplasmic line that extends from your outstretched hands. Anyone caught in the area takes 9d6 points of damage. Undead caught in the area take 2 additional points of damage per die. A construct or inanimate object takes only 5d6 points of damage from this power. This power is a positive energy effect.

Augment: For every additional power point you spend, the power deals an additional 1d6 points of damage (1d6+2 against undead), and the power's save DC increases by 1.

CEREBRAL PHANTASM

Telepathy [Fear, Mind-Affecting]
Level: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

A dark flash in the corner of your subconscious awakens inner demons of the target's mind. You and others see only a vague shape as it lurches forward and envelops the target.

You haul a horror lurking beneath the target's protective sanity into reality and thrust it into her waking mind. Everyone sees something different, but many witness a nightmare of eyes, tentacles, dripping slime, and gnashing mouths all screaming atonally. Everyone other than the target sees only a vague shape that lurches forward and envelops her. If the target fails her Will saving throw, she takes 3d6 points of nonlethal damage and is dazed for 1d4 rounds, though she continues to scream, cry, and froth during that time. If the target makes her Will save, she takes no damage and is not dazed.

Augment: For every 2 additional power points you spend, the power's save DC increases by 1.

CHAOS FISSURE

Telepathy (Compulsion) [Mind-Affecting]
Level: Chaos 8
Display: Auditory and visual

Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation centered on a creature, object, or point in space
Duration: 1 round/level (D)
Saving Throw: Will negates or none (object); see text
Power Resistance: Yes or no (object); see text
Power Points: 15

The area you indicate roils with the force of chaos. The air shivers with flashes of light and moans with discordant notes.

When you manifest this power, complete chaos prevails in the affected area. All psionic powers are manifested as if using the wilder's wild surge class feature (DMG 31) with the possibility of psychic enervation. The wild magic planar trait (DMG 149) is applied to all spells cast and spell-like abilities used in the area.

CLAWS OF DARKNESS

Psychometabolism [Darkness]
Level: Light and Darkness 2
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 3

You draw material from the Plane of Shadow. Your hands and forearms elongate and change shape into featureless claws of inky blackness.

You gain two natural attacks with your claws, each dealing 1d4 points of cold damage (or 1d6 points if you are Large, or 1d3 points if you are Small) plus your Strength bonus.

Your claws are natural weapons, so you are considered armed when attacking with them, and they can be affected by powers, spells, and effects that enhance or improve natural weapons (such as the *magic fang* spell). You cannot choose to deal nonlethal damage with your claws.

Your claws work just like the natural weapons of many monsters. You can make an attack with one claw or a full attack with two claws at your normal attack bonus, replacing your normal attack routine. You take no penalties for two-weapon fighting, and neither attack is a secondary attack. If your base attack bonus is +6 or higher, you do not gain any additional attacks—you simply have two claw attacks at your normal attack bonus.

If you grapple an opponent, you deal claw damage with each successful grapple check, and the grappled target is under the effect of a slow spell for as long as you maintain the grapple unless the opponent makes a Fortitude save (DC 12 + key ability modifier).

As a swift action, you can extend the claws up to 6 feet, which increases your reach by 5 feet, giving a Small or Medium creature a reach of 10 feet and an upright Large creature a reach of 15 feet.

Augment: You can augment this power in one or both of the following ways.

1. By spending additional power points, you can create larger, sharper, and more deadly claws, as shown on the table below.

Power Points	Claw Damage Small	Medium	Large
3	1d4	1d6	1d8
5	1d6	1d8	2d6
7	1d8	2d6	3d6
11	2d6	3d6	4d6
15	3d6	4d6	5d6
19	4d6	5d6	6d6

Every 2 additional power points you spend to increase damage also increases the Fortitude save DC by 1.

2. If you spend 6 additional power points, you can manifest this power as a swift action.

CONCUSSIVE DETONATION

Psychokinesis [Force]
Level: Force 6
Display: Auditory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Power Resistance: Yes
Power Points: 11

A loud, echoing boom accompanies the burst of force you create.

You create a massive burst of telekinetic force that deals 6d6 points of force damage to all creatures and unattended objects in its area.

Augment: For every additional power point you spend, the detonation deals an additional 1d6 points of damage. For every additional 2d6 points of damage, the powers save DC increases by 1.

CRANIAL DELUGE

Psychometabolism
Level: Mental Power 6, psion/wilder 5
Display: Auditory and visual
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature that has an Intelligence score of 3 or higher
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: Mental Power 11, psion/wilder 9

A deep, ominous tone builds into a maddening cacophony. When the echoes abruptly cease, your foe's head detonates.

Grasping the biofeedback controls of your foe's brain, you begin to force his head to produce a deluge of cranial fluid. At the beginning of your next turn, when you finish manifesting the power, your foe must succeed on a Fortitude save or take 18d6 points of damage from cranial swelling. If your foe is reduced to 0 or fewer hit points by this power, his head explodes.

A creature that dies from *cranial deluge* can be resurrected but not raised.

Augment: For every 2 additional power points you spend, the power's save DC increases by 1.

CRYSTALSTORM

Metacreativity (Creation)
Level: Psion/wilder 2
Display: Material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: Ray
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Power Resistance: No
Power Points: 3

Thousands of razor-sharp crystal shards spray in a thick ray from your hand toward your foe.

Razor-sharp crystal shards shoot from your hand. These crystals are supernaturally sharp and lacerate flesh. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 2d4 points of slashing damage (see the Metacreativity and Damage Reduction sidebar, page 79) and causes a living target to gush blood,

dealing an additional 1d4 points of Constitution damage on a failed Fortitude saving throw.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, the shards deal an additional 1d4 points of damage.
2. For every 2 additional power points you spend, the shards deal an additional point of Constitution damage on a failed Fortitude saving throw.

DAMP POWER

Psychometabolism
Level: Guardian 2, psion/wilder 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: See text
Power Points: 3

An amber aura quickly spreads over your body, moderating the effects of the environment.

When you manifest this power, you are protected from the vagaries of destructive energies directed against you. All variable numeric effects of the next power, psi-like ability, spell, or spell-like ability that affects you before the end of your next turn is decreased to its minimum possible value.

For instance, if you are struck by an energy ray augmented to deal 5d6 points of damage while protected by *damp power*, you would take only 5 points of damage.

If the power, psi-like ability, spell, or spell-like ability affects an area—as does *energy ball* (EPH 100), for example—its effect is only minimized for you. Other creatures in the area are affected normally.

Beneficial numeric effects are likewise damped when you manifest this power.

Augment: If you spend 4 additional power points, the next power, psi-like ability, spell, or spell-like ability that affects you and also affects an area is minimized for all creatures you designate within its area (not just for you).

DARK DESPAIR

Psychometabolism [Evil]
Level: Evil 8
Display: Auditory
Manifesting Time: 1 standard action
Range: 10 ft.
Effect: 10-ft.-radius emanation, centered on you
Duration: 1 round/level
Saving Throw: See text
Power Resistance: Yes; see text
Power Points: 15

Good foes near you hear the dark wailing of lost souls.

When you manifest this power, you gain a dark aura that confers several benefits, especially while fighting good creatures.

A creature that enters the area of your aura is wracked with despair and must make a successful Will save or take a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. Power resistance applies to this effect; you make your manifester level check each time a creature with power resistance enters the area of your aura (whether due to your movement or the creature's).

Good creatures must endure additional hardship from exposure to the dark energy surrounding you. A good creature that enters the area of your aura rakes 1d6 points of damage, plus 1 additional point per manifester level. It continues to take this damage at the beginning of each of its turns if it remains in the area of your aura.

Finally, you gain a +2 insight bonus to your Armor Class and on saves against the attacks, powers, and abilities of good creatures.

DEADEN BLOW

Metacreativity
Level: Guardian 1, lurk 1, psychic warrior 1
Display: Material
Manifesting Time: 1 swift action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One weapon
Duration: 1 round/level
Saving Throw: Will negates; see text
Power Resistance: Yes; see text
Power Points: 3

Ectoplasm issues forth from your fingertips, sheathing the weapon you touch in a rubbery gray cocoon.

A single manufactured weapon is sheathed in rubbery ectoplasm. The ectoplasmic sheath transforms the damage dealt by the weapon from lethal to nonlethal damage. Unattended weapons or weapons in your possession are automatically sheathed.

If you manifest this power on an attended weapon, the possessor of the weapon is allowed a Will saving throw to resist the attempt.

Augment: If you spend 2 additional power points, this power can affect a natural weapon. (The weapon is considered to be attended, which means that its possessor is allowed a save.)

DEATH KNELL, PSIONIC

Psychometabolism [Death, Evil]
Level: Evil 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Touch
Target: One living creature touched
Duration: Instantaneous/10 minutes per HD of subject; see text for *death knell*
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

A *tolling bell sounds a funeral tone.*

As *death knell* (PR 217), except as noted here.

DEFLECTION FIELD

Psychokinesis [Force]
Level: Force 1, psion/wilder 1, psychic warrior 1
Display: Auditory and visual
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: Concentration + 1 round, up to 1 min./level
Power Points: 1

A *shimmering band of energy hums as it spins and twirls, protecting you from each incoming attack.*

A shimmering band of energy spins around you, deflecting attacks away while you continue to concentrate. While your concentration remains unbroken, and for 1 round after you stop concentrating, you gain a +4 deflection bonus to your Armor Class.

DETAIN ECTOPLASM

Metacreativity
Level: Psion/wilder 5
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Area: 30-ft.-radius burst
Duration: Instantaneous and 1 round/level; see text
Saving Throw: Will negates; see text

Power Resistance: No
Power Points: 9

The creatures, objects, and effects in the area disappear with an audible pop.

As *dismiss ectoplasm* (EPH 94), except that when you do away with creatures, objects, or effects composed of ectoplasm, you psionically reserve the constituent ectoplasm for later use with your own metacreativity powers.

An ectoplasmic creature that fails its Will saving throw dissipates into constituent ectoplasm that streams to you and either adheres to an object you hold or takes up orbit around your head.

A creature under the effect of the *ectoplasmic form* power that fails its saving throw is destroyed outright, and you detain its constituent ectoplasm.

Other ongoing powers that create ectoplasmic objects or effects, such as *ectoplasmic cocoon,* are detained if you succeed on a manifester level check (1d20 + your manifester level, maximum +15) against a DC of 11 + the power's manifester level.

Once you have successfully used this power, you have an ectoplasmic reserve until this power's duration elapses or until you use up the reserve. If you manifest any metacreativity power while you maintain an ectoplasmic reserve, you manifest that power as if your manifester level were one higher than normal.

Once you use up your ectoplasmic reserve to increase the manifester level of a metacreativity power, the duration of this power ends.

Against constructed psionic items that appear to be mere ectoplasm, such as any of the *psychoactive skins,* this power merely suppresses the item's abilities for 1d4 rounds (just as occurs with the dismiss ectoplasm power).

DIMENSION DOOR, PSIONIC

Psychoportation (Teleportation)
Level: Lurk 4, psion/wilder 4, psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: You and touched objects or other touched willing creatures
Duration: Instantaneous
Saving Throw: None and Will negates (object)
Power Resistance: No and yes (object)
Power Points: 7

You step into a black spherical void; when you step out, you are somewhere else.

As *dimension door* (PH 221), except as noted here.

Augment: This power appears in *Expanded Psionics Handbook* (page 92), but it has been updated here with new augmentation options. A character who already knows the power also knows these new augmentations, which can be applied individually or all at once.

1. If you spend 2 points less than the given power point cost, you manifest this power as a full-round action.

2. If you spend 2 points less than the given power point cost, you teleport yourself and touched objects or other touched willing creatures up to 20 feet.

3. If you spend 2 additional power points, the visual display of the power is particularly dazzling. The bright flash left behind when you vacate an area dazzles all remaining creatures within a 10-foot radius of your previous position.

4. If you spend 6 additional power points, you can manifest this power as a move action. This option cannot be used in conjunction with augmentation option 1.

DIMENSION HOP

Psychoportation (Teleportation)
Level: Freedom 1
Display: Auditory
Manifesting Time: 1 swift action
Range: 10 feet
Target: You
Duration: Instantaneous
Power Points: 1

With a soft chime, you disappear and reappear nearby.

You instantly move to an unoccupied square up to 10 feet away within line of sight.

Augment: For every additional power point you spend, you can move an additional 5 feet.

DIMENSION TWISTER

Psychoportation (Teleportation)
Level: Psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One Medium or smaller creature, or one object weighing up to 300 lb.
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

Your foe is sucked down a vortex of shimmering silver energy, only to appear at a nearby location, hurt and twisted by the passage.

The subject of the power is violently displaced in space. In effect, the subject appears to be sucked down a vortex of shimmering silver energy, only to be instantly spat out in the new location, in the direction you specify (within range). The subject reappears in the same orientation as before. However, the rift in space you create to enable this movement is crudely rendered, and the target takes 5d6 points of damage in the transition.

If the space into which the subject reappears is occupied, he appears in the closest unoccupied space, still in his original orientation. Determine the closest space randomly if necessary.

Augment: You can augment this power in one or more of the following ways.

1. For every 2 additional power points you spend, you can affect a creature of one size category larger, or double the weight of an object to be affected.

2. For every 2 additional power points you spend, the subject is moved an additional 5 feet.

3. For every 2 additional power points you spend, the subject takes an additional 1d6 points of damage.

DIMENSIONAL POCKET

Psychoportation
Level: Lurk 1
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: One unattended object, weighing up to 1 lb./level
Duration: 1 hour/ level (D)
Saving Throw: None
Power Resistance: No
Power Points: 1

With a touch of your hand, a small object is sent into safekeeping.

Your touch transfers an unattended object to an extradimensional pocket hidden in the palm of your hand. The dimensional pocket is invisible and weightless, regardless of its contents.

When the power ends or is dismissed, the object returns to your hand (or next to your hand if you cannot hold it).

You can manifest this power again before its duration elapses, in which case the stored object remains stored and the duration resets to 1 hour/level.

Augment: You can augment this power in one or both of the following ways.

1. For every additional power point you spend, you can store an additional pound per level (but still only one object).

2. If you spend 2 additional power points, you gain the ability to dismiss this power as a swift action.

DISCERN LIES, PSIONIC

Clairsentience
Level: Justice 4
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Targets: One creature/level, no two of which can be more than 30 ft. apart
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates
Power Resistance: No
Power Points: 7

A thin blue and gold strand connects your forehead with that of your target.

As *discern lies* (PH 221), except as noted here.

DISTRACTING SHOUT

Psychometabolism [Mind-Affecting]
Level: Chaos 2, psychic warrior 2
Display: Auditory
Manifesting Time: 1 standard action
Range: 15 ft.
Area: 15-ft. cone
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

The power of your ear-splitting war cry echoes across the battlefield.

Your shout distracts your enemies. Starting from your square, the power of your shout extends in a 15-foot cone. Any creature caught in the area that fails a saving throw is momentarily distracted. Affected creatures are subject to attacks of opportunity if any foes threaten the distracted subjects. If you threaten a distracted subject, you can also make an attack of opportunity.

Augment: If you spend 4 additional power points, the area of the power is transformed into a 15-foot burst.

EARTH WALK

Psychometabolism
Level: Elements 2, psion/wilder 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 3

You ascend the wall as if it were level ground.

You create a perfect mental bond with stone, allowing you to move over it with uncanny ease. While this power is in effect, you can climb stone and earthen surfaces at your current base speed, including moving across ceilings, overhangs, and other slanted or vertical surfaces without making Climb checks. While climbing in this manner, you do not have to make a Climb check to avoid losing your grip when you take damage.

In addition, you can cling to a stone surface easily with just one limb, allowing you to attack without restriction, manifest powers normally, and retain your Dexterity bonus to Armor Class while climbing.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

EARTHQUAKE, PSIONIC

Psychokinesis
Level: Natural World 9
Display: Auditory
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft/level)
Area: 80-ft.-radius spread (S)
Duration: 1 round
Saving Throw: See text for *earthquake*
Power Resistance: No
Power Points: 17

A bass rumbling from deep within the earth builds into a roar of sound.

As *earthquake* (PH 225), except as noted here.

ECTOPLASMIC SWARM

Metacreativity (Creation)
Level: Psion/wilder 4
Display: Visual
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One ectoplasmic swarm
Duration: Concentration + 2 rounds
Saving Throw: None
Power Resistance: No
Power Points: 7

A bright flash of light heralds the arrival of a swarm of shiny jade spiders, surging out in a wave of legs and clicking mandibles.

You summon an ectoplasmic swarm (page 129) that attacks all other creatures within its area. If no living creatures are within its area, the swarm attacks or pursues the nearest creature. You have no control over its target or direction of travel.

Augment: If you spend 2 additional power points, you can call the swarm so that it shares a space with creatures already present.

EIDETIC LOCK

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 1
Display: Mental
Manifesting Time: 1 standard action
Range: Touch
Target: 1 willing creature
Duration: 1 day/level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 1

The mental image of a large metallic deadbolt sliding into place is accompanied by a resounding mental click.

You can telepathically embed an image or a short passage of text into the long-term memory of a single creature. The creature can, any time within the duration of the power, thoroughly describe the image or recite the passage verbatim. The limit to this ability is an image of a single nonmoving figure, or a passage of a nonmagical or nonpsionic nature of up to 500 words. If the creature has artistic skill (5 or more ranks in Craft [painting]), it can also reproduce the image on canvas. If the creature can't read the language in which a passage is written but has skill in calligraphy (5 or more ranks in Craft [calligraphy]), it can reproduce the passage. If the creature can read the language in which a passage is written, it can reproduce the passage without needing the Craft skill.

Augment: If you spend 4 additional power points, the duration of the power

becomes instantaneous. The information becomes permanently locked in the creature's mind.

ELEMENTAL STEWARD

Psychoportation [see text]
Level: Elements 1, psion/wilder 2
Display: Visual
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 3

A small rent appears in the fabric of space, and through it steps a small humanoid, surrounded by a nimbus of energy.

Choose one of the four kinds of elemental stewards (page 130): emberling (fire), geodite (sonic), arctine (cold), or tempestan (electricity). The kind you choose appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the elemental steward, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Elemental stewards can be summoned only into an area that can support them. For example, you cannot summon an emberling into an aquatic environment. The type of elemental steward you summon determines the subtype of this power. For example, *elemental steward* is considered to be a fire power when you summon an emberling.

Augment: For every 2 additional power points you spend, you have a chance to summon one additional elemental steward. Each additional steward you attempt to summon has a 50% chance of appearing. All elemental stewards must be of the same kind.

EMPATHIC TRANSFER, HOSTILE

Telepathy [Mind-Affecting]
Level: Pain and Suffering 3, psychic warrior 3, telepath 3
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round or until discharged
Saving Throw: Will half
Power Resistance: Yes
Power Points: 5

A sharp cry of pain splits the air as your wounds disappear and reappear on your target.

You transfer your hurt to another. When you manifest this power and make a successful touch attack, you can transfer up to 25 points of damage from yourself to the touched creature. You cannot transfer more points than the damage you have already taken. You immediately regain hit points equal to the amount of damage you transfer. You cannot use this power to gain hit points in excess of your full normal total. The transferred damage is empathic in nature, so powers and abilities the subject might have (such as damage reduction and regeneration) do not lessen or change this damage. The damage transferred by this power has no type, so even if the subject has immunity to the type of damage you originally took, the transfer occurs normally and deals damage to the subject.

Augment: You can augment this power in one or both of the following ways:

1. For every additional power point you spend, you can transfer an additional 5 points of damage.

2. For every 2 additional power points you spend, you can affect one additional target within 20 feet of you. Starting with the creature touched and continuing to the next closest creature, each target takes half the damage this power would deal (with a Will save to further reduce the damage) until each target has taken damage or you have been restored to maximum hit points.

EMPOWER WEAPON

Psychometabolism
Level: Psychic warrior 5
Display: Visual
Manifesting Time: 10 minutes
Range: Touch
Target: One weapon touched
Duration: Permanent until discharged (D)
Saving Throw: Will negates (object)
Power Resistance: Yes (object)
Power Points: 9

The blade of your weapon takes on a crystalline quality, shining faintly as psychic power converts it into a vessel of power.

You can store one power that you can manifest in a weapon of your choice. Only one such power can be stored in a weapon at a time; you cannot have more than one empowered weapon at any given time. You can store a power costing up to your manifester level minus 4.

You expend the power points for the stored power, including augmentations, when you empower the weapon initially (in addition to those spent to manifest *empower weapon*). Once the power is stored, you can manifest the power from the weapon without expending power points from your own reserve. You can manifest the power stored within the weapon as you stored it, complete with its chosen augmentations.

For example, the 14th-level psychic warrior Ragnara knows both *empower weapon* and *oak body*. She manifests *empower weapon* and chooses to store *oak body* augmented with 1 power point (the maximum allowed at her manifester level minus 4). At the time she manifests *empower weapon* and stores *oak body*, she spends 19 power points (9 for *empower weapon* and 10 for the augmented *oak body*). Several days later, when she manifests the stored power, she does so without any power point expenditure.

ENDURE ELEMENTS, PSIONIC

Psychometabolism
Level: Psion/wilder 1, psychic warrior 1
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 24 hours
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 1

An amber aura quickly spreads over your body, moderating the effects of the environment.

As *endure elements* (PH 226), except as noted here.

ENERGY ARC

Psychokinesis [see text]
Level: Psion/wilder 1
Display: Auditory
Manifesting Time: 1 standard action
Area: 15-ft.-cone
Duration: Instantaneous
Saving Throw: Reflex half (object)
Power Resistance: Yes
Power Points: 1

The air around you crackles as you draw energy from it to unleash in a focused arc.

Upon manifesting this power, you choose cold, electricity, fire, or sonic. A cone of the chosen type of energy shoots from your fingertips. Any creature in the area of effect takes 1d4 points of damage.

Cold: An arc of this energy type deals +1 point of damage per die.

Electricity: Manifesting an arc of this energy type provides a +2 bonus on the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: An arc of this energy type deals +1 point of damage per die.

Sonic: A bolt of this energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 2 additional power points you spend, the power deals an additional 1d4 points of damage, and the power's save DC increases by 1.

ENERGY BARRAGE

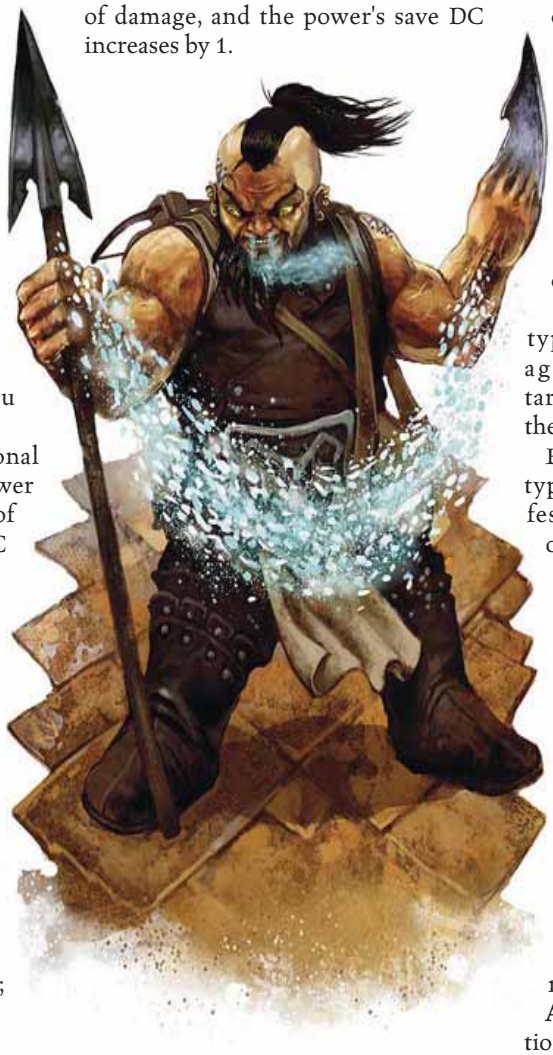
Psychokinesis [see text]
Level: Psion/wilder 6
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft/level)
Area: Three 10-ft. spreads; see text
Duration: Instantaneous
Saving Throw: Reflex half; see text
Power Resistance: No
Power Points: 11

A shrill whistle pierces the air, followed by three explosions that detonate with a cacophonous roar.

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You create three explosions of energy of the chosen type. Each explosion deals 5d6 points of damage to every creature or object within each specified area. The explosions create almost no pressure. All the areas you choose must be in range of you and each other (100 feet + 10 feet per level). The explosions can overlap each other's areas. Any creature caught in multiple explosions must make a Reflex saving throw for each, which means that it is possible for a single creature to be required to make up to three saving throws.

This power's subtype is the same as the type of energy you manifest.

Augment: For every 4 additional power points you spend, each explosion deals an additional 1d6 points of damage, and the power's save DC increases by 1.



Stand too close to Mloin and you'll freeze in the grip of his energy emanation

ENERGY CLAW

Metacreativity (Creation) [see text]
Level: Psion/wilder 7
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: 10-ft. claw
Duration: 1 round/level (D)
Saving Throw: None
Power Resistance: Yes
Power Points: 13

You create a shining claw of energy and send it to grab your foe.

You target one opponent within range to be grappled by a Large claw made of energy (cold, electricity, fire, or sonic). An *energy claw* gets one grapple attack per round. It has a +12 bonus on its touch attack and a grapple check modifier of 17 + your Int modifier. The claw deals 3d6 points of energy damage (of the appropriate type) to a creature it successfully grapples each round.

An *energy claw* is susceptible to dispelling and is suppressed in areas of null psionics. Directing a claw to change targets is a move action. It does not get a flanking bonus nor help a combatant get one.

Cold: A claw of this energy type deals +1 point of cold damage per die when grappling a target. The claw takes 1–1/2 times the normal damage from fire.

Electricity: A claw of this energy type provides a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

The claw takes 1–1/2 times the normal damage from acid.

Fire: A claw of this energy type deals +1 point of fire damage per die when grappling a target. The claw takes 1–1/2 times the normal damage from cold.

Sonic: A claw of this energy type deals–1 point of sonic damage per die when grappling a target.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, the claw gains a +1 bonus on its touch attack and grapple checks. For every 2 power points you spend, the energy damage dealt to a grappled opponent increases by 1d6 points.

ENERGY EMANATION

Psychokinesis [see text]
Level: Psion/wilder 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: 5 ft.
Target: 5-ft.-radius emanation, centered on you

Duration: 1 round/level
Saving Throw: None
Power Resistance: Yes
Power Points: 3

A glowing halo of energy surrounds you, damaging all who stand too near.

You expel concentrated energy from your body, dealing 1d6 points of energy damage to all creatures within the area every round. The energy emanated is chosen by you when you first manifest the power: cold, electricity, fire, or sonic. Once chosen, you emanate the same energy type for the power's duration.

Cold: This energy type deals +1 point of damage per die.

Electricity: This energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: This energy type deals +1 point of damage per die.

Sonic: This energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest

Augment: For every 3 additional power points you spend, the power deals an additional 1d6 points or damage. For every two extra dice of damage, the power's save DC increases by 1.

ENERGY FLASH

Psychokinesis [see text]
Level: Psion/wilder 4
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Touched creature
Duration: Instantaneous
Saving Throw: Fortitude half
Power Resistance: Yes
Power Points: 7

Your merest touch against your foe flashes with potent energy.

On a successful touch attack, you deal 5d6 points of damage to the creature touched, doing cold, electricity, fire, or sonic damage. In addition to the energy damage, the target is dazed for 1 round on a failed Fortitude save (the same save that determines full or half damage).

Cold: This energy type deals +1 point of damage per die.

Electricity: This energy type provides a +2 bonus to the save DC and a +2 bonus on manifester level checks for the purpose of overcoming power resistance.

Fire: This energy type deals +1 point of damage per die.

Sonic: This energy type deals –1 point of damage per die and ignores an object's hardness.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional powet point you spend, the power deals an additional 1d6 points of damage. For every 2d6 additional points of damage, the power's save DC increases by 1.

ENERGY LANCE

Psychokinesis [see text]
Level: Psion/wilder 3
Display: Material and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Fortitude half (object); see text
Power Resistance: Yes
Power Points: 5

You fashion a lance composed of seething energy and release it like a ballista bolt at your foe.

Upon manifesting this power, you choose cold, electricity, fire, or sonic. You release a focused lance of intense energy of the chosen type at a target, dealing it 5d6 points of damage.

Cold: This energy type chills the target and stiffens its joints in addition to dealing damage. If the target fails its Fortitude save, it must give up its next move action.

Electricity. This energy type jolts and disorients the target in addition to dealing damage. If the target fails its Fortitude save, it takes a –2 penalty on all Will saves and Wisdom-based checks for 1 round.

Fire: This energy type scorches the target with pain in addition to dealing damage. If the target fails its Fortitude save, it takes a –2 penalty on attack rolls and Reflex saves for 1 round.

Sonic: This energy type deals –1 point of damage per die. The subject takes a –2 penalty on all Fortitude saves and Concentration checks for 1 round. The lance ignores an object's hardness.

This powers subtype is the same as the type of energy you manifest.

Augment: For every 2 additional power points you spend, this power deals an additional 1d6 points of damage.

ENERGY MANIPULATION

Psychokinesis
Level: Energy 5
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft/2 levels)
Effect: Alter energy effect
Duration: 1 round
Saving Throw: None
Power Resistance: Yes
Power Points: 9

You access a source of energy as it appears, altering it in fundamental ways according to your whim.

You can manipulate an existing source of energy or an ally's ability to deal energy damage (cold, fire, electricity, or sonic). Once you have manifested this power, you can trigger the powers effect as an immediate action at any point during its duration. When the power's effect is triggered, you can partially suppress or enhance the energy ability of a creature within range that exhibits any magical or psionic variable damaging energy effect (such as a *fireball* spell, an energy missile power, or a red dragon's breath weapon) by 5 dice.

For example, you manifest energy manipulation, and then an ally psion manifests energy burst. That power normally deals 5d6 points of damage, but you enhance the power so that it deals 10d6 points of damage of the chosen energy type.

Alternatively, if a young adult red dragon used its breath weapon during the duration of your *energy manipulation*, you could trigger its effect to suppress the damage. The dragon's breath weapon would deal 5d10 points of fire damage instead of 10d10 points (provided you were able to overcome the dragon's spell resistance).

Either way, the power's duration ends once you trigger the effect.

Augment: If you spend 6 additional power points, you can manifest and trigger this ability as an immediate action instead of as a standard action (thus eliminating the need to manifest the power and use it within the following round).

ENERGY MISSILE

Psychokinesis [see text]
Level: Kineticist 2
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: Up to five creatures or objects, no two of which are more than 15 ft. apart
Duration: Instantaneous
Saving Throw: Reflex half
Power Resistance: Yes
Power Points: 3

You send a missile of energy howling toward your foe.

As *energy missile* (EPH 102), except as noted here.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, the power deals an additional 1d6 points of damage. For each additional 2d6 points of damage, the powers save DC increases by 1.

ENERGY NULLIFICATION FIELD

Psychokinesis
Level: Kineticist 5, psion/wilder 6
Display: Auditory
Manifesting Time: 1 standard action
Range: 10 ft.
Area: 10-ft.-radius emanation, centered on you
Duration: 10 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 9

You concentrate and are rewarded by a low hum of protection.

An invisible field of energy surrounds you. This power functions like a *null psionics field*, but it applies only to powers with the energy descriptor you choose when you first manifest this power: cold, electricity, fire, or sonic.
Augment: For every 4 additional power points you spend, the radius of this power's area increases by 5 feet.

ENERGY STUN

Psychokinesis [see text)
Level: Psion/wilder 2
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 5-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Power Resistance: Yes
Power Points: 3

A roaring whoosh sounds through the air as you gather elemental energy to yourself.

As *energy stun* (EPH 104), except as noted here.

This power's subtype is the same as the type of energy you manifest.

Augment: For every additional power point you spend, the power deals an additional 1d6 points of damage. For each additional 2d6 points of damage, the power's save DC increases by 1.

ETHEREAL ABDUCTION

Psychoportation
Level: Psion/wilder 6
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 11

Misty tendrils snake from nowhere to wrap themselves around your opponent, dragging him inexorably into ethereal captivity.

You can force another creature and its equipment onto the Ethereal Plane. Until the duration expires, the creature is stuck on the Ethereal Plane unless it has another way of leaving. You can also use this power while on the Ethereal Plane to pull a creature to you from the Material Plane. For all other purposes, this power functions like *psionic ethereal jaunt* (EPH 105).

Augment: For every additional power point you spend, you can affect one additional creature.

ETHEREAL AGENT

Clairsentience
Level: Lurk 5, psion/wilder 5
Display: Visual
Manifesting Time: 10 minutes
Range: Unlimited
Effect: Psionic sensor
Duration: Concentration + 5 rounds, up to 10 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 9

The vague outline of a hulking shape shimmers into view before disappearing onto the Ethereal Plane.

You create an ethereal psionic sensor, vaguely humanoid and ominous in stature, that relays visual information.

You can summon an *ethereal agent* at any point you can see. It then immediately re-forms on the Ethereal Plane and can travel beyond your line of sight without hindrance. Even while outside your line of sight on the Ethereal Plane, it explores according to your mental directions. The agent travels at 40 feet per round (400 feet per minute) if viewing an area ahead as a human would (primarily looking at the floor) or 10 feet per round (100 feet per minute) if examining the ceiling and walls as well as the floor ahead. The agent travels in any direction as long as the power lasts.

You must concentrate to use an *ethereal agent*. If you do not concentrate, the agent stands inert. Once your concentration lapses, the power ends after 5 rounds unless you renew your concentration. An *ethereal agent* can pass through solid objects, but it can never leave the Ethereal Plane. It can be seen and attacked by anything that can see and attack an ethereal creature. It has an Armor Class equal to 14 + your Dexterity modifier and can take 10 points of damage before being destroyed.

An *ethereal agent* can see normally but also has darkvision out to 60 feet and blindsense out to 30 feet. It uses its own senses to view its surroundings. Because the agent resides on the Ethereal Plane, the perception of the corporeal world it relays to you is somewhat blurred; you can make Spot and Search checks through the ethereal agent while maintaining your concentration on it, but those checks carry a –2 penalty.

ETHEREAL VOLLEY

Psychokinesis [Force]
Level: Force 3, psychic warrior 2
Display: Material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft/2 levels)
Target: 50 projectiles, all of which must be in contact with each other at the time of manifestation
Duration: 10 min./level
Saving Throw: None
Power Resistance: No
Power Points: 5

Each piece of ammunition touched is covered in a sheath of hard ectoplasm, taking on a pale blue translucence.

Projectiles (such as arrows and bolts) transform into missiles of pure force as they are launched at your opponents. Each projectile is treated as though it were a ghost touch weapon.

EVADE ATTACK

Psychoportation
Level: Lurk 2, nomad 2
Display: Visual
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 3

A shimmering, translucent blue sphere blinks into existence around you, remaining intact just long enough to deflect an attack of opportunity.

You warp space, briefly creating a shimmering, translucent blue sphere around yourself that deflects one attack of opportunity you provoke with your move action.

Augment: If you spend 4 additional power points, you can attempt to avoid one successful regular attack made against you (instead of an attack of opportunity). To successfully evade a regular attack, you must make a manifester level check (1d20 + your manifester level, maximum +10) against a DC of 15. If you succeed, the attack misses.

EXHALATION OF THE BRONZE DRAGON

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 3, psychic warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: 30 ft.
Area: 30-ft. cone
Duration: Instantaneous
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

The spectral image of a bronze dragon encompasses your entire body as you open your mouth and exhale a cloud of shimmery breath.

Your mouth spews forth a gas that repulses targets. Creatures within the cone must succeed on a Will save or be compelled to do nothing but move away from you for 1d4 rounds.

Augment: For every 2 additional power points you spend, the power's save DC increases by 1.

EXTEND RANGE

Psychokinesis
Level: Lurk 1, psychic warrior 1
Display: Visual
Manifesting Time: 1 swift action
Range: Touch
Target: One thrown or ranged weapon
Duration: 1 round/level
Power Points: 1

Your ranged weapon leaves energy trails that propel it unerringly through the air.

When using a ranged or thrown weapon, you can empower the weapon to provide a telekinetic thrust so that it travels farther with greater accuracy. When manifesting *extend range*, you can double the range increment of a weapon you hold. If used on a thrown weapon, the weapon itself is affected by the power. If used on a ranged weapon that uses ammunition, the ammunition is not affected, but the weapon (such as a crossbow) is energized by your psionic impulse.

Augment: For every 4 additional power points you spend, you can increase the base range increment of the weapon by another 100 percent For example, if you spend a total of 5 power points, you can triple the range increment of a weapon. For a total of 9 power points, you can quadruple the range increment.

EXTEND REACH

Psychokinesis
Level: Lurk 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 swift action
Range: Touch
Target: One melee weapon
Duration: 1 round
Power Points: 3

Your melee weapon warps and extends its reach.

You cause a telekinetic extension to form as you strike with your weapon, granting you greater reach in combat. When you manifest this power, your weapon becomes a reach weapon, extending its reach by 5 feet. If your weapon is already a reach weapon, this power extends its reach an additional 5 feet. The weapon no longer threatens all the squares that it previously threatened, but instead threatens those that are 5 feet farther away. For example, if you manifest *extend reach* while using a bastard sword, you cannot attack an adjacent opponent, but you can attack one 10 feet away. If you are using a guisarme (a polearm with a 10-foot reach), you do not threaten an opponent 10 feet away, but you do threaten an opponent 15 feet away.

Augment: For every additional power point you spend, the duration increases by 1 round.

EYES OF THE BASILISK

Psychometabolism
Level: Psion/wilder 7
Display: Visual
Manifesting Time: 1 standard action
Range: 30 ft.
Target: One creature within 30 ft. per round
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 13

Your eyes glow with a pale green incandescence, hinting at concentrated malice.

Your look turns one creature per round to stone permanently. Once each round, you can choose to look at a creature as a standard action. The creature must succeed on a Fortitude saving throw or be turned to stone.

Creatures can avoid the need to make a saving throw by not looking at you. On its turn, a creature chooses whether it is looking at you normally, averting its eyes, or looking away.

Averting Eyes: Your opponent can attempt to avoid looking at your face, and instead look at your body, watch your shadow, track you in a reflective surface, and so on. Each round, an opponent has a 50% chance to avert its eyes in this manner, avoiding the need to make a saving throw against your *eyes of the basilisk* power. However, you gain concealment against that opponent.

Looking Away: An opponent can look away or cover its eyes (such as with a blindfold) so that it cannot see you at all. You gain total concealment against that opponent.

FIENDISH CONDUIT

Psychokinesis
Level: Evil 5

Your hands shift and change into pure ectoplasm as a stream of dark energy pulses outward from them.

As *celestial conduit* (page 80), except the link you form is between yourself and

the Negative Energy Plane, and the ectoplasmic line formed is composed of negative energy. The power heals undead creatures of 9d6 points of damage, and deals 9d6 points of damage to all other creatures.

Augment: For every additional power point you spend, the power heals undead of an additional 1d6 points of damage, or deals an additional 1d6 points of damage to all other creatures.

FROM THE BRINK

Psychometabolism (Healing)
Level: Life 2
Display: Material and mental
Manifesting Time: 1 immediate action
Range: Close (25 ft. + 5 ft/2 levels)
Target: One dying creature
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Power Resistance: No
Power Points: 3

You exert your power to prevent a creature from stepping into the next world, anchoring it tenuously to its depleted, but stable, body.

When you manifest this power, you automatically stabilize the target.

Augment: For every additional power point you spend, the target regains 1 hit point, restoring it up to a maximum of 1 hit point. For example, Kalar sees his ally Phenn drop in combat, reduced to–5 hit points. Kalar can manifest this power to stabilize Phenn at a distance, and can augment the power with up to 6 power points to heal Phenn (bringing him back up to 1 hit point).

GLYPH OF WARDING, PSIONIC

Metacreativity
Level: Psion/wilder 3
Display: Material and visual
Manifesting Time: 10 minutes
Range: Touch
Target: Object touched or up to 5 sq. ft./level
Duration: Permanent until discharged (D)
Saving Throw: No (object) or yes; see text for *glyph of warding*
Power Resistance: Yes
Power Points: 5

A pale glow issues from a thin tracery of silvery ectoplasm, laid down to entrap those who enter the area.

As *glyph of warding* (PH 236), except as noted here.

Augment: For every 2 additional power points you spend, the power deals an additional 1d 10 points of damage. For each additional 2d10 points of damage, the power's save DC increases by 1.

GREATER GLORY

Psychometabolism [Good]
Level: Good 8
Display: Visual
Manifesting Time: 1 standard action
Range: 20 ft.
Targets: One good creature/level in a 20-ft.-radius burst centered on you
Duration: 1 round/level
Saving Throw: See text
Power Resistance: Yes
Power Points: 15

You cause pure light to surround good creatures near you, bathing them in a holy radiance that gives them great power when combating the forces of evil.

When you manifest this power, you give any good creatures near you the ability to combat evil more effectively. This power has several benefits.

Each affected creature gains the ability to smite evil. The smite attack can be used once during the duration of the power. Creatures using the smite attack gain a bonus on their damage rolls equal to your manifester level.

Greater glory blocks any attempt by a nongood creature to possess the warded creatures (by a *magic jar* attack, for example) or to exercise mental control over the creatures (including charms and compulsions). The protection does not prevent such attempts from targeting the creature, but it suppresses their effects for the duration of *greater glory*.

Each creature under the effect of *greater glory* gains a +2 insight bonus to Armor Class and on saves against the attacks, powers, and abilities of evil creatures.

Finally, evil creatures that attack a creature benefiting from *greater glory* must make Fortitude saves or be nauseated for 1d4 rounds.

HEAVY EARTH

Psychometabolism
Level: Law 3, psion/wilder 3
Display: Visual
Manifesting Time: 1 standard action
Range: 20 ft.
Area: 20-ft.-radius burst, centered on you
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 5

Light explodes from your form and settles into the earth, infusing it with mass beyond its norm.

You create an area of strange, otherworldly gravity, causing the earth itself to pull creatures downward. Creatures in the affected area that fail their saving throws fall prone. In addition, these creatures are slowed (as the *slow* spell) as long as they remain prone and for 1 round after they stand up. Creatures that succeed on their saves are not knocked down, but they are still slowed for 1 round. Creatures that are already prone and fail their saves are slowed as long as they remain prone and for 1 round after they stand up.

Creatures with multiple legs or stability (such as a dwarf) have a bonus on this save as if they were attempting a Strength check to resist a normal trip attempt.

Since you are in the area of heavy gravity, you are slowed just as other creatures are, but you are never knocked prone when you manifest this power.

Augment: If you spend 4 additional power points, you are not slowed by manifesting this power.

HUNGRY TOUCH

Psychometabolism
Level: Consumption 1
Display: Mental and olfactory
Manifesting Time: 1 standard action
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: Fortitude half; see text
Power Resistance: Yes
Power Points: 1

A delicious scent wafts through the air as your touch steals a small portion of the life essence of another creature.

On a successful touch attack, you deal 1d6 points of damage to the target creature and gain temporary hit points equal to the amount of damage dealt. The target can attempt a Fortitude save to take half damage and negate your hit point gain. The temporary hit points last for up to 10 minutes.

Augment: For every 2 additional power points you spend, the power deals an additional 1d6 points of damage, and the power's save DC increases by 1.

INCITE BRAVERY

Telepathy (Compulsion) [Mind-Affecting]
Level: Justice 2, psychic warrior 2
Display: Auditory
Manifesting Time: 1 swift action
Range: 20 ft.
Area: 20-ft.-radius spread, centered on you
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 3

Trumpets blare and drums crash, inspiring you and your allies to acts of bravery.

You and your allies within 20 feet become immune to fear effects.

Augment: If you spend 4 additional power points, you can increase the duration of this power to 10 minutes per level.

INCONSTANT LOCATION

Psychoportation (Teleportation)
Level: Chaos 6, psion/wilder 6, psychic warrior 6
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute
Power Points: 11

Your frame seems to shimmer, its outline vaguely blurred as you disappear and reappear around the battlefield.

You teleport yourself around the battlefield, making it hard for your enemies to pin you down. At the beginning of each of your turns, as a swift action, you can teleport yourself to any other space to which you have line of sight, as long as that space is no farther than you could move in one normal move action. You can bring along objects as long as their weight doesn't exceed your maximum load. This transport is instantaneous and does not provoke attacks of opportunity. Once you teleport, you can take your actions for the round normally. You do not have to adjust your location each round, but the duration counts down just the same.

Augment: For every additional power point you spend, the duration of this power is extended by 1 round.

INSPIRE MOUNT

Psychometabolism
Level: Psychic warrior 1
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: One willing mount
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 1

Your mount is enveloped in a golden radiance as you infuse it with strength, stamina, and speed.

While your mount enjoys the benefit of this power, its speed increases by 20 feet. Furthermore, you can make a Ride check to negate a hit on your mount as though you had the Mounted Combat feat. If you already possess this feat, you receive a +10 competence bonus on your Ride check when attempting to negate a hit on your mount. When you attempt to negate a hit on your mount (whether successful or not), the power ends.

Augment: You can augment this power in one or both of the following ways.

1. If you spend 6 additional power points, you can manifest this power as an immediate action.

2. If you spend 6 additional power points, you can increase this powers duration to 10 minutes per level.

INTELLECT BOMB

Psychokinesis
Level: Destruction 9
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target/Area: One living creature with an Intelligence score and 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Will negates and Reflex half; see text
Power Resistance: Yes
Power Points: 17

Your target's head shudders briefly under a tremendous barrage of destructive mental power, then explodes in a burst of energy. The backlash of the explosion assaults the minds of nearby creatures, tearing at their synapses.

When you manifest this power, you cause the target creature's brain—or whatever neural or magical network functions as its brain—to explode unless the target makes a successful Will save. This explosion instantly kills (or destroys, in the case of intelligent undead) the subject. A creature without an Intelligence score is immune to this power.

The explosion causes a backlash of devastating psionic energy to flood the area around the creature in a 20-foot-radius burst. This energy deals damage equal to 1d6 points x the target creature's Intelligence score to all creatures in the area and causes them to become dazed for 1 round, regardless of whether they have Intelligence scores. Affected creatures can attempt Reflex saves for half damage and to negate the daze effect.

LARVAL FLAYERS

Psychoportation
Level: Psion/wilder 2
Display: Auditory
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 1d3 summoned larval flayers
Duration: 1 round/level (D)
Saving Throw: None; see text
Power Resistance: No
Power Points: 3

A sick tearing noise heralds the arrival of several eyeless, squiggling creatures that resemble tadpoles, each a full 2 feet in length. Their small, lampreylike mouths are obscured by a disquieting mass of tentacles.

This power calls 1d3 psionic creatures known as larval flayers (page 133). The larval flayers appear where you designate and act immediately, on your turn. (As Tiny creatures, they initially appear together in the same square.) They attack your opponents to the best of their ability. If you can communicate with the creatures, you can direct them not to attack, to attack particular enemies, or to perform other actions.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can call one additional larval flayer.

2. For every 2 additional power points you spend, one of the larval flayers you call appears already attached to a foe

in range that you specify and can use its brain sap ability (page 133) unless the selected foe succeeds on a Reflex saving throw.

LIGHT BEAM

Psychokinesis [see text]
Level: Light and Darkness 4
Display: Visual
Manifesting Time: 1 standard action
Range: 120 ft.
Area: 120-ft. line
Duration: Instantaneous
Saving Throw: Reflex half
Power Resistance: Yes
Power Points: 7

A ribbon of flashing light or coruscating darkness flies from your hand.

Upon manifesting this power, you choose light, shadow, or darkness. You release a powerful line of the chosen type that deals 5d6 points of damage to every creature or object within the area. The beam begins at your fingertips.

Light: A beam of this type dazzles opponents that fail their saving throw.

Shadow: A beam of this type deals –1 point of damage per die, but damages ethereal creatures without a miss chance.

Darkness: A beam of this type deals +1 point of damage per die in conditions of shadowy illumination or darkness.

This power's subtype is the same as the type of beam you manifest.

Augment: For every additional power point you spend, this power deals an additional 1d6 points of damage.

LIGHT BURST

Psychokinesis
Level: Light and Darkness 8
Display: Visual
Manifesting Time: 1 standard action
Range: Long (400 ft. + 40 ft/level)
Area: 80-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex partial; see text for *sunburst*
Power Resistance: Yes
Power Points: 15

You point and a bright flash of light fills the area you indicate.

As *sunburst* (PH 289), except as noted here. *Light burst* deals 15d6 points of damage to undead creatures.

Augment: For every additional power point you spend, the power deals an additional 1d6 points of damage. For each additional 2d6 points of damage, the power's save DC increases by 1.

LIVING ARROW

Metacreativity
Level: Psychic warrior 5
Display: Auditory
Manifesting Time: 1 standard action
Range: Touch
Target: Projectile weapon touched
Duration: 1 round/level (D)
Saving Throw: Will negates (object)
Power Resistance: Yes (object)
Power Points: 9

A trill of sound indicates the projectile you've just touched has been granted a brief, predatory half-life.

When you manifest *living arrow*, you give a semblance of life to the projectiles you shoot at your foes (often arrows fired from a bow, but crossbow bolts, sling stones, and other projectile weapons are also subject to this power). The power affects the first projectile you fire each round, granting it limited sentience and the ability to alter its course in mid-flight.

You can launch a *living arrow* at a target known to you within the maximum range of the weapon. The *living arrow* travels to the target, even around corners. Only an unavoidable obstacle or the limit of the arrow's range prevents the arrow from reaching its target. A closed door thwarts a *living arrow*, as does an otherwise sealed chamber. A *living arrow* ignores any cover or concealment its target might have, but the attack is otherwise rolled normally. The arrow retains any magical properties it otherwise would have, such as an enhancement bonus from the bow or the projectile itself.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, you can launch an additional living arrow each round (assuming you have multiple attacks per round with that ranged weapon).

2. If you spend 2 additional power points, you gain a brief vision of your target from the arrows point of view, as if you had manifested *clairvoyant sense* (EPH 83). You see the target for only a fraction of a second. The vision ends when the arrow either strikes the target or fails to reach it.

MEND WOUNDS

Psychometabolism (Healing)
Level: Life 6
Display: Material
Manifesting Time: 1 standard action
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless) or Will half
Power Resistance: Yes
Power Points: 11

Your touch taps a conduit of positive energy, healing the target of its wounds.

With a touch, you can channel positive energy and cure a target creature of up to 55 points of damage. If used against an undead creature, *mend wounds* instead deals 55 points of damage. An undead creature can attempt a Will save for half damage.

Augment: You can augment this power in one or both of following ways.

1. For every additional power point you spend, you heal an additional 5 points of damage or deal an additional 5 points of damage to an undead creature.

2. If you spend 4 additional power points, you can heal all creatures within 20 feet of you.

MENTAL TURMOIL

Telepathy (Compulsion) [Mind-Affecting]
Level: Corruption and Madness 3, Pain and Suffering 3
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1d4+1 rounds
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

Your target's body stiffens as it feels you set barriers inside its mind.

You set a mental barrier in the target's mind, preventing it from using abilities that require mental calm. While under the effect of this power, the target can not use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration. In addition, the target can't cast spells, manifest powers, use

spell-like or psi-like abilities, or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. The target can use any feat it has except Combat Expertise, item creation feats, metamagic feats, and metapsionic feats.

Augment: For every 2 additional power points you spend, the power's save DC increases by 1 and the power can affect an additional target. Any additional target must be within 15 feet of another target of the power.

MIGHTY SPRING

Psychokinesis
Level: Lurk 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Power Points: 1

The sound of a collapsing metal coil accompanies your leap and reverberates as you're propelled through the air.

With a telekinetic boost, you can jump higher than normal. You receive a +10 enhancement bonus on one Jump check this round.

Augment: For every 2 additional power points you spend, you can add an additional +5 to the enhancement bonus.

MIND OVER ENERGY

Psychometabolism
Level: Guardian 6, psion/wilder 6, psychic warrior 6
Display: Visual
Manifesting Time: 1 immediate action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 11

You concentrate, and your form's hue becomes partially saturated with a color related to the energy you choose.

You mentally reinforce your living tissue with pure psionic will, gaining immunity to the energy type you choose for the duration of the power: cold, electricity, fire, or sonic.

MINDFIRE

Psychometabolism
Level: Psion/wilder 3
Display: Material and olfactory
Manifesting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 5

A gust of warm air wafts the odor of sickness and death across the area.

If the target fails her saving throw, she contracts mindfire. The disease has no incubation period; the victim immediately takes 1d4 points of Intelligence damage. Each day thereafter, the victim must succeed on a Fortitude saving throw (DC equal to the manifested power's DC) or take another 1d4 points of Intelligence damage.

If the victim makes her Fortitude save for two days in a row, she fights off mindfire and recovers, taking no more damage.

Augment: For every 3 additional power points you spend, the disease deals 1 additional point of Intelligence damage, and the save DC (for the power and the disease) increases by 1.

MOMENT OF INSIGHT

Clairsentience
Level: Lurk 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Power Points: 3

A faint glow illuminates the hollows of your eyes, giving you clarity of vision sufficient to fully detect concealed foes.

For the duration of this power, you can ignore the effects of concealment, but not *invisibility*, enjoyed by any creature within 30 feet. Whatever effect is creating concealment—such as fog, shadow, or absolute darkness—you can see through it to your target for just one moment.

Augment: For every 2 additional power points you spend, you can increase the duration of this power by 1 round.

PERFECT ARCHERY

Clairsentience
Level: Psychic warrior 2
Display: Mental
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round
Power Points: 3

Your swift thought protects you from retaliation as you fire your ranged weapon amid the chaos of battle.

While this power is manifested, you do not provoke attacks of opportunity for firing ranged weapons.

Augment: For every additional power point you spend, you can increase this power's duration by 1 round.

PERFECT RIPOSTE

Clairsentience
Level: Justice 6, psychic warrior 5
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Melee weapon touched; see text
Duration: 1 round/level
Saving Throw: None (object, harmless)
Power Resistance: No (object, harmless)
Power Points: 11

You take on an ominous glow.

You form a perfect bond with your melee weapon. Once per round, as long as you hold the weapon with which you have bonded, you can make an attack of opportunity against any creature that attacks you with a melee weapon or natural attack and misses, provided that the attacking creature is within your threatened area.

You must be holding a melee weapon in your hand when you manifest this power.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

PLANAR APOTHEOSIS

Psychometabolism [see text]
Level: Evil 4, Good 4, psion/wilder 4, psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 7

A silver (or black) halo appears above your head, revealing your connection to the Outer Planes.

When you manifest this power, you choose between celestial apotheosis

or fiendish apotheosis. The power gains the good or evil descriptor, respectively. If you are good-aligned, you must choose celestial, and if you are evil-aligned, you must choose fiendish. If your alignment has no good or evil component, you can choose either version of the power.

You psionically reach across the planes and form a tenuous bond with a plane appropriate to the chosen apotheosis. From this bond, you gain the following effects.

- Darkvision out to 60 feet.
- Power resistance equal to 5 + your manifester level.
- If you chose celestial apotheosis, you gain resistance to acid 10, cold 10, and electricity 10, as well as the ability to smite evil once, dealing additional damage equal to your manifester level against an evil foe.
- If you chose fiendish apotheosis, you gain resistance to cold 10 and fire 10, as well as the ability to smite good once, dealing additional damage equal to your manifester level against a good foe.

Augment: If you spend 6 additional power points, you can increase the duration to 10 minutes per level.

PLANAR CHAMPION

Psychoportation [see text]
Level: Psion/wilder 7
Display: Visual
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned creature
Duration: 1 round/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 13

The shimmer of a silver aura (or a cloud of foul gray smoke) heralds the arrival of a fantastic extraplanar being.

When you manifest this power, you must choose whether to call a champion of good (a sibyllic guardian, page 135) or a champion of evil (a cerebrilith, EPH 193). The power gains the good or evil descriptor, respectively. If you are good-aligned, you must choose a sibyllic guardian, and if you are evil-aligned, you must choose a cerebrilith. If your alignment has no good or evil component, you can choose either version of the power.

The champion you choose appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the champion, you can direct it not to attack, to attack particular enemies, or to perform other actions. A planar champion called with this power does not have its summoning ability, if any.

Augment: For every 6 additional power points you spend, you summon one additional champion of the same type.

PLANAR EMBRACE

Psychometabolism [see text]
Level: Evil 6, Good 6, psion/wilder 8
Display: Visual
Manifesting Time: 1 round
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 15

A psion enjoys the celestial empowerment of a planar embrace

A silver (or black) halo appears above your head, and white feathered (or black leathery) wings sprout from your back, revealing a powerful connection to the Outer Planes.

When you manifest this power, you must choose whether to receive abilities from the half-celestial template (MM 144) or the half-fiend template (MM 147). The power gains the good or evil descriptor, respectively. If you are good-aligned, you must choose half-celestial, and if you are evil-aligned, you must choose half-fiend. If your alignment has no good or evil component, you can choose either version of the power.

You psionically reach across the planes and form a bond with a plane appropriate to the chosen template. From this bond, you gain the following effects.

- You receive spell-like abilities appropriate to a half-celestial or half-fiend that has Hit Dice equal to one-half your manifester level. For instance, if you're a 13th-level psion, you receive spell-like abilities as if you were a 6 HD creature with the appropriate template.
- If you chose half-celestial, you gain wings and a fly speed equal to twice your base land speed (good maneuverability).
- If you chose half-fiend, you gain wings and a fly speed equal to your base land speed (average maneuverability).

POWER CLAWS

Psychokinesis [Force]
Level: Psychic warrior 2
Display: Visual
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level or until discharged
Power Points: 3

Your natural weapon takes on a deadly gleam.

You encase one of your natural weapons in telekinetic force. The next

successful attack with that natural weapon deals force damage instead of regular damage. This has a number of effects: The natural weapon does not suffer a miss chance against incorporeal creatures, and the damage from the natural weapon overcomes damage reduction as if it were a spell and not a weapon attack. Only the base natural weapon damage, magical enhancement bonuses, bonus damage from Strength, and other bonuses on the natural weapon itself are changed to force damage. Bonus damage dice from any source, such as sneak attack or the flaming weapon quality, deal their normal type of damage.

Augment: For every 2 additional power points you spend, you can invest the weapon with an additional charge. Each additional charge allows the weapon to be used one more time before the *power claws* effect is discharged.

POWER THIEF

Telepathy (Compulsion) [Mind-Affecting]
Level: Consumption 7
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous; see text
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 13

You reach into a psionics-using creature's mind and extract the knowledge of one of its available powers.

When you use this power, you steal one of the subject creature's available powers, but you must use it quickly or lose it. If the target fails its save, you gain the use of one of its powers, and it loses power points equal to its manifester level minus 2. You must then activate the stolen power before the end of your next turn, or it fades away and is lost to you. The subject regains the stolen power alter 1 minute.

The level of the stolen power is one lower than the highest level of power the target knows. For example, you steal a 5th-ievel power from an 11th-level psion. The specific power stolen is determined randomly. You can manifest the power once as a psi-like ability.

Augment: For every additional power point you spend, you can retain the stolen power for 1 additional round before you must use it or lose access to it.

POWER WEAPON

Psychokinesis [Force]
Level: Psychic warrior 2
Display: Visual
Manifesting Time: 1 swift action
Range: Touch
Target: Melee or thrown weapon touched
Duration: 1 round/level or until discharged
Saving Throw: None
Power Resistance: No
Power Points: 3

Your weapon takes on a deadly gleam.

This power functions like *power claws* (see above), except as noted here. Instead of your natural weapon, your melee or thrown weapon deals force damage.

PRIMAL FEAR

Telepathy [Mind-Affecting]
Level: Corruption and Madness 1, psion/wilder 1, psychic warrior 1
Display: Mental
Manifesting Time: 1 swift action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature with an Intelligence of 3 or higher
Duration: 1 round
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 1

When you look at your foe, images of terror blossom in its mind—images only it can see.

Primal fear slips past the target's mental defenses to blast his subconscious mind with pure visceral terror. The victim can't even describe what he saw, but he is shaken for 1 round. This effect doesn't stack with other fear effects.

Augment: For every additional power point you spend, you can designate an additional target for the spell.

PROTECTION FROM EVIL, PSIONIC

Telepathy
Level: Good 1
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level (D)
Saving Throw: Will negates (harmless)
Power Resistance: No; see text for *protection from evil*
Power Points: 1

Your target glows with a soft light; a sighing sound is barely audible, and then fades.

As *protection from evil* (PH 266), except as noted here.

PROTECTION FROM GOOD, PSIONIC

Telepathy
Level: Evil 1

Your target glows with a red light, and a grating sound is heard.

As *psionic protection from evil* (see above), except as noted here.

PROTECTION FROM PSIONICS

Clairsentience
Level: Guardian 5
Display: Mental
Manifesting Time: 1 standard action
Range: Touch
Target: One creature
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 9

You grant a creature great insight into its surroundings, enabling it to better avoid harmful psionic manifestations.

The subject gains a +3 insight bonus on saving throws against powers and psi-like abilities (but not against supernatural and extraordinary abilities).

Augment: For every 3 additional power points you spend, you increase the bonus by 1.

PROTECTION FROM SPELLS, PSIONIC

Psychometabolism
Level: Magic 8
Display: Olfactory
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless, object)
Power Resistance: Yes (harmless, object)
Power Points: 15

As you touch the creature, the smell of burned paper fills the air.

As *protection from spells* (PH 266), except as noted here.

Augment: For every 4 additional power points you spend, you can protect an additional creature.

PSYCHIC CONTAINMENT

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 3
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One psionic creature
Duration: 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 5

A feeling of hopelessness overcomes your enemy as you erect a barrier in his mind.

You can temporarily prevent a psionic creature from using its psionics or psi-like abilities. Reaching into its mind, you build a wall between its ego and the rest of its psyche. (Any powers already active continue to work unless concentration is required, but the target can't manifest new powers for the duration.) Each round, as a full-round action on its turn, the subject can attempt another saving throw to break the containment and resume vising its psionic abilities. If the save is successful, the duration of *psychic containment ends.*

Augment: For each additional power point you spend, you can affect one additional psionic creature.

PSYCHIC SCIMITAR

Psychometabolism
Level: Psion/wilder 2
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Effect: One psychic blade
Duration: 1 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 3

A wraithlike, glowing scimitar shaped from your psychic might materializes and moves as you desire.

You can create an immaterial scimitar that allows you to attack enemies or deliver low-level touch powers at a distance. When you manifest the power, you lose 2 Intelligence points (and any associated bonus power points) that return when the power ends (even if it is negated), but not if the scimitar is destroyed. In this latter case, treat the lost Intelligence points as ability damage.

The scimitar appears in your hand when first manifested. Directing the scimitar takes a standard action. Once directed to attack an enemy within range, it disappears and then reappears in melee with that creature; thus, you can use a *psychic scimitar* to attack enemies at a distance. Attacks with a *psychic scimitar* are melee touch attacks. The power gives you a +2 bonus on your melee touch attack roll. Attacking with a *psychic scimitar* counts normally as an attack. You can choose to redirect the scimitar to attack a new opponent; doing so requires an additional standard action.

The blade deals 1d6 points of damage. Since the blade is immaterial, your Strength modifier does not apply to the damage even if you wield the blade in your hand. If you wield the scimitar in your hand, you are treated as proficient even if you lack proficiency with the scimitar. Other creatures cannot wield your *psychic scimitar.*

A *psychic scimitar* always strikes from your direction. The blade cannot flank targets as a creature can. The blade is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion, your save bonuses, and a base Armor Class of 22. Your Intelligence modifier applies to the blade's Armor Class as if it were the scimitar's Dexterity modifier. A *psychic scimitar* has 4 hit points.

You can also use your scimitar to deliver the effect of any power of 4th level or lower with a range of touch that you can manifest. If you make a successful attack with the blade, the power is manifested on the target as if you had manifested it yourself.

After it delivers a power, or if the blade goes beyond range or moves out of your sight, the blade returns to you and hovers until given further direction.

Augment: For every 2 additional power points you spend, the *psychic scimitar* deals 1 additional point of damage.

PSYCHOKINETIC WEAPON

Psychokinesis
Level: Psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft/2 levels)
Target: One weapon
Duration: 1 round/level
Saving Throw: Yes (object)
Power Resistance: Yes (object)
Power Points: 7

The blade dances and twirls before you, becoming a whirling scythe of death as it moves of its own accord.

You animate an unattended weapon or weapon in your possession, causing it to attack foes seemingly of its own volition. Once animated, the weapon attacks your opponents to the best of its ability and psychokinetically mimics a fly speed of 20 feet (perfect). The weapon attacks using your base attack bonus modified by your Wisdom modifier, plus any additional bonuses the weapon might possess. The weapon deals damage normally, though the damage is modified by your Wisdom modifier rather than your Strength modifier.

Augment: You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, you can add a +1 insight bonus to the psychokinetic weapon's attack bonus.

2. For every additional power point you spend, you can increase the weapon's fly speed by 5 feet.

PSYCHOMETRY

Clairsentience
Level: Knowledge 6, psion/wilder 6
Display: Visual
Manifesting Time: 1 minute
Range: 10 ft.
Area: 10-ft-radius emanation, centered on you
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Power Resistance: No
Power Points: 11

Beneath the scrutiny of your measuring eye, images of the past stream across the wavering landscape.

You can see images of creatures that have come into the area in the recent past. Upon manifesting this power in a given area, you can see all that has happened in the recent past.

You get a general feel for who has been present at the location and what

they were doing there. You might be able to tell when the creatures in question left the area and how long they had been there before departing, determine a rough estimate of their numbers, and discern strong emanations of chaos, evil, good, or law.

The amount of information revealed depends on how long you study the location in question.

1st Minute: The number of creatures to last pass through the area (group or individual).

2nd Minute: The type of creatures to pass through the area.

3rd Minute: The length of time the creatures were in the area (up to the duration studied).

4th Minute: The general alignment of the creatures that were in the area.

5th Minute: What direction the creatures came from to get to the area.

6th Minute: What the creatures did while they were in the area.

7th Minute: What direction the creatures went when they left the area.

8th+ Minute: The next-to-last group of creatures in the area (repeat cycle with each previous group of creatures until concentration fails or duration elapses).

Creatures enjoying the benefit of *mind blank* or *cloud mind* (or similar effects) are not detected by *psychometry*.

Augment: For every additional power point you spend, you can increase the radius of the area by 10 feet.

PSYCHOPORTIVE SHELTER

Psychoportation
Level: Psion/wilder 2
Display: Visual
Manifesting Time: 10 minutes
Range: 10 ft.
Effect: Extradimensional space
Duration: 1 hour/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 3

A distortion in the space around you heralds the creation of an extradimensional pocket whose entrance appears as a faint shimmer in the air.

You mentally grab an adjacent bubble of empty extradimensional space and stretch it so that it connects locally. The shelter has a single entrance on the plane on which it was created. The entry point looks like a faint shimmer in the air that is 7 feet in diameter. You and other creatures can enter the shelter at will. The shelter holds up to seven creatures of Large or smaller size.

From inside the shelter, you can look out of the entrance as if you were looking through a window. However, creatures in the shelter are hidden, beyond the reach of powers (including clairsentient probes), unless those powers work across planes. Powers cannot be manifested across the extradimensional interface, nor can area effects cross it.

Once inside the shelter, you can take a standard action to will the exterior entrance to become invisible on the plane on which it was created. You can still see out of the entrance, but creatures on the plane of origin can't see in, even if they're able to discern the shimmering entrance itself.

When the power ends, anything inside the shelter is expelled.

Augment: For every additional power point you spend, the shelter can hold one additional creature of any size.

PSYCHOTIC BREAK

Telepathy (Compulsion) [Mind-Affecting]
Level: Pain and Suffering 5, psion/wilder 5
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. +10 ft/level)
Targets: All creatures in a 15-ft.-radius burst
Duration: 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 9

A brain-bending burst of swirling light detonates over your foes.

You broadcast a telepathic cacophony calculated to snap the minds of those caught within the area. Affected subjects undergo a psychotic break and begin to attack the nearest creature (for this purpose, a psicrystal doesn't count as a creature). Any psychotic character who is attacked automatically attacks its last attacker on its next turn, as long as the duration continues. A psychotic character will not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Augment: For every 2 additional power points you spend, the power's save DC increases by 1.

RAGE OF THE REMORHAZ

Psychometabolism
Level: Psychic warrior 6
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Power Points: 11

You skin pulses with a red glow.

Your skin pulses, generating a heat so intense that anything touching your body takes 4d6 points of fire damage. Creatures striking you with natural attacks or unarmed attacks are subject to this damage as well. Creatures striking with melee weapons do not take damage from your heat, but their weapons do take damage.

You and your possessions are immune to your own heat (but you are not resistant or immune to heat from other sources).

Augment: For every 2 additional power points you spend, the power deals an additional 1d6 points of damage. For each additional 2d6 points of damage, the power's save DC increases by 1.

REALIZED POTENTIAL

Clairsentience
Level: Psion/wilder 3
Display: Mental
Manifesting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 5

You touch a creature and infuse it with the potential to realize its aspirations.

The target receives a vision of her own future, gaining deeper insight into her abilities, but only temporarily. For the duration of this power, the character gains a +1 competence bonus on attack rolls and saving throws, and a +2 competence bonus on skill checks made using skills in which the character has ranks.

SEE INVISIBILITY, PSIONIC

Clairsentience
Level: Lurk 2
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level
Power Points: 3

Your eyes lake on a golden hue, glowing brightly as your vision pierces the veil of [he invisible and ethereal.

As *see invisibility* (PH 275), except as noted here.

Augment: For every 2 additional power points you spend, you can include one additional willing creature, allowing it to see what you see. You must be touching the additional subject(s) when you manifest this augmented version.

SENSORY GLOOM

Psychometabolism
Level: Lurk 1
Display: Material
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 round/level
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 1

Grayish ectoplasm erupts from the skin of your enemy's face (or body), inhibiting its senses.

You override your target's nervous system and partially shut down one of its senses. You choose which sense to affect when manifesting this power. Each obscured sense has a different effect on the foe.

Sight: The target's vision is hampered. It sees its surroundings as if through a dense fog. Creatures that are adjacent to the target seem blurry, and any attacks made against an adjacent opponent are made as if that opponent had concealment. Creatures more than 5 feet away from the target have the benefit of total concealment.

Hearing: The target is temporarily deafened (PH 307).

Scent/Taste: The target cannot smell or taste anything. Creatures that normally benefit from the scent ability (MM 314) no longer do so for the duration of the power. Characters who try to ascertain the properties of a potion by taste automatically fail in the attempt.

Touch: The target cannot feel the ground (as if its limbs had fallen asleep) or assess its position in relation to the ground accurately. The target must succeed on a DC 5 Balance check each round to keep from falling prone. If the target falls prone, it must succeed on a DC 10 Balance check to stand up. Creatures that normally benefit from the tremorsense ability no longer do so for the duration of the power.

Augment: You can augment this power in one or both of the following ways.

1. For every 2 additional power points you spend, you can affect one additional sense simultaneously. You can affect a total of four senses.

2. For every 2 additional power points you spend, the power's save DC increases by 1.

SERENITY

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 2, Repose 2
Display: Olfactory
Manifesting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: Concentration, up to 1 round/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

The sweet, calming scent of jasmine lingers in the air.

You can reach into the mind of one creature and calm its agitation. You do not gain control over the creature, but you can stop it from fighting. The target cannot take violent actions or do anything destructive. However, it can defend itself. Any aggressive action or damage dealt to an affected creature breaks your compulsion and allows the creature to act normally.

This power suppresses all morale bonuses and immediately brings a barbarian out of rage. It also suppresses fear effects and removes the *confused* condition. When *serenity*'s duration elapses, the original power, spell, or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Augment: For every 2 additional power points you spend, you can affect one additional creature, no two of which can be more than 30 feet apart.

SHADOW EFT

Psychoportation [Evil]
Level: Psion/wilder 4
Display: Auditory and visual
Manifesting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned shadow eft
Duration: 1 round/level (D)
Saving Throw: None
Power Resistance: No
Power Points: 7

A deep tone presages the appearance of an awful shape made half of bone and half of black so concentrated it has taken on form. It looks like a faceless, wingless demon. Its bony claws are long and tipped with the void.

This power calls a creature known as a shadow eft (page 134). The shadow eft appears where you designate and acts immediately, on your turn. It attacks your opponents to the best of its ability. If you can communicate with the eft, you can direct it not to attack, to attack particular enemies, or to perform other actions.

Augment: You can augment this power in one or both of the following ways.

1. For every 4 additional power points you spend, you summon one additional shadow eft.

2. For every 2 additional power points you spend, one shadow eft you call appears already hiding in a shadow you specify (see the creature's hide in shadow ability). However, foes gain an immediate Spot check to detect the hidden eft.

SHADOW WALK, PSIONIC

Psychoportation
Level: Light and Darkness 5
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: One touched creature/level
Duration: 1 hour/level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 9

You and the creatures you touch are shrouded with dark tendrils that writhe around your bodies.

As *shadow walk* (PH 277), except as noted here.

SLOW BREATHING

Psychometabolism
Level: Psion/wilder 1, psychic warrior 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level
Power Points: 1

You concentrate, and your shin radiates a healthy, rosy glow.

You reduce the need for oxygen in your body, increasing your ability to become acclimated to the thin air of high altitudes. You gain a +4 competence bonus on saving throws against altitude sickness (DMG 90).

Augment: If you spend 4 additional power points, you become immune to altitude sickness.

SPEAK WITH DEAD, PSIONIC

Clairsentience
Level: Death 3, lurk 3
Display: Auditory and material
Manifesting Time: 10 minutes
Range: Touch
Target: One dead creature
Duration: 1 min./level
Saving Throw: Will negates; see text for *speak with dead*
Power Resistance: No
Power Points: 5

A death knell rings mournfully and a brackish ectoplasm seeps from your fingers, dripping on the corpse you seek to query. The fluid is quickly absorbed into the corpse's rotting form, and it groans.

As *speak with dead* (PH 281), except as noted here. You can ask up to five questions, unless you augment the power. This is considered a negative energy power for the purpose of the Stygian Archon feat (page 57).

Augment: For every 4 additional power points you spend, you can ask one additional question.

SPIRIT OF WAR

Telepathy
Level: Conflict 8
Display: Mental
Manifesting Time: 1 standard action
Range: 40 ft.
Area: 40-ft.-radius emanation, centered on you
Duration: 1 round/level
Power Points: 15

You channel the raw spirit of war, giving nearby allies incredible battle prowess.

You emanate an aura that grants you and your allies within the area several benefits.

First, affected creatures gain a +4 competence bonus on attack rolls and damage rolls.

Second, each affected creature gains a +10 insight bonus on a single saving throw that it can use once at any time during the duration of the power.

Finally, each creature can automatically confirm a critical hit once during the duration of the power.

STOMP, GREATER

Psychokinesis
Level: Psion/wilder 5, psychic warrior 5
Display: Visual
Manifesting Time: 1 standard action
Range: 120 ft.
Area: 120-ft. line
Duration: Instantaneous
Saving Throw: Reflex negates
Power Resistance: No
Power Points: 9

The earth splits and cracks as a thin chasm snakes across the area, fast as lightning.

Your foot stomp precipitates a psychokinetic shock wave that travels along a narrow channel in the ground, spreading into creatures and objects in the area. Creatures that fail their saving throws fall prone and take 7d6 points of damage.

Augment: For every 2 additional power points you spend, the power deals an additional 1d6 points of damage. For each additional 2d6 points of damage, the power's save DC increases by 1.

STONE MIND

Psychometabolism
Level: Natural World 1, psion/wilder 1, psychic warrior 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

Your manifestation gives your eyes the hue of boulders and your shin the dusty texture of a creature of the deep earth, signifying your enhanced knowledge of things below the ground.

When you manifest this power, your mind becomes as the earth, and the earth becomes your mind. You gain a +4 bonus on Search checks while standing on a surface of earth or stone (including a worked stone floor).

In addition, you gain a further +2 bonus on Search checks to notice unusual stonework. This bonus stacks with the regular +4 bonus on all Search checks from this power and with the +2 bonus to notice unusual stonework from the stonecunning racial trait.

Augment: If you spend 6 additional power points, you can manifest this power as a swift action.

STYGIAN BANE

Psychometabolism
Level: Psychic warrior 3
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 min./level
Saving Throw: Will negates (harmless, object)
Power Resistance: Yes (harmless, object)
Power Points: 5

A serene gray radiance, roughly as bright as a candle's flame, envelops your weapon.

You give a weapon the undead bane special ability in addition to any other properties it has. Against undead, your weapon's enhancement bonus (if any) is +2 higher than normal, and it deals an additional 2d6 points of damage. The power has no effect if manifested upon a weapon that already has the undead bane quality.

Alternatively, you can affect up to 50 arrows, bolts, or bullets. The projectiles must be of the same kind and they have to be together, such as in the same quiver. A projectile (but not a thrown weapon) loses the special ability after it is used in an attack.

The weapon is considered good-aligned for the purpose of overcoming damage reduction.

STYGIAN BOLT

Psychometabolism
Level: Psion/wilder 6
Display: Material and visual
Manifesting Time: 1 standard action

Range: 120 ft.
Area: 120-ft. line
Duration: Instantaneous
Saving Throw: Reflex negates
Power Resistance: Yes
Power Points: 11

Black lightning erupts from your fingertips and stabs at the life force of your enemies.

Reaching across the planes, you form a momentary link between yourself and the Negative Energy Plane. Drawing on your temporary stygian channel, you discharge a powerful bolt that extends from your outstretched hand. Anyone caught in the area gains 1d4 negative levels. This is a negative energy effect.

If the subject has at least as many negative levels as it has Hit Dice, it dies. Assuming the subject survives, it regains lost levels after a number of hours equal to your manifester level (maximum 15 hours). Negative levels usually have a chance of permanently draining the victim's levels, but the negative levels from *stygian bolt* don't last long enough to do so.

Undead affected by a *stygian bolt* gain 2d4×5 temporary hit points that last for up to 1 hour.

Augment: For every 4 additional power points you spend, the power bestows an additional 1d4 negative levels, and affected undead gain 2d4×5 additional temporary hit points.

Stygian bolts stab at an enemy's life force

STYGIAN CONFLAGRATION

Psychometabolism
Level: Psion/wilder 9
Display: Visual
Manifesting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Area: Cylinder (15-ft. radius, 40 ft high)
Duration: Instantaneous
Saving Throw: Fortitude partial; see text
Power Resistance: Yes
Power Points: 17

An exhalation of the void erupts from the ground and assaults the heavens in the form of a 40-foot-tall pillar of black flame.

You psionically reach across the planes to form a temporary bond with the Negative Energy Plane. Drawing deeply on your link, you ignite a pillar of black flame that rises from the ground into the sky. Each creature caught in the area of effect gains 1d4 negative levels.

There is no saving throw to avoid gaining the negative levels, but 24 hours after gaining them, an affected creature must make a Fortitude saving throw (DC equal to the *stygian conflagration's* save DC) for each negative level. If the save succeeds, that negative level is removed. If the save fails, the negative level still goes away, but one of the subject's character levels is permanently drained.

An undead creature in the area gains 1d4×5 temporary hit points that last for up to 1 hour.

Augment: For every 2 additional power points you spend, the power bestows one additional negative level, and affected undead gain 5 additional temporary hit points.

STYGIAN DISCERNMENT

Clairsentience
Level: Death 1, psion/wilder 1, psychic warrior 1
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: 60 ft.

NEGATIVE LEVELS

Many stygian powers described in this book deal with negative levels. A quick primer on negative levels follows.

Each negative level gives a creature a –1 penalty on attack rolls, saving throws, skill checks, and ability checks; deals 5 points of damage; and gives a –1 penalty to effective level (for determining the duration, DC, and other details of powers or special abilities). Additionally, a psionic manifester loses a number of power points equal to his original manifester level. Negative levels stack. Power point losses for each subsequent stacked negative level are calculated from the effective (lowered) level each time.

Furthermore, a spellcaster loses one spell or spell slot from the highest spell level available to him. If two or more spells fit this criterion, the caster decides which one becomes inaccessible. The lost spell becomes available again as soon as the negative level is removed, providing the caster would be capable of using it at that time.

Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level; see text
Saving Throw: None
Power Resistance: No
Power Points: 1

A halo of dead gray energy alights upon your brow as a soft moan is heard in the distance.

You can detect the aura that surrounds undead creatures. Furthermore, you can detect the aura that emanates from negative energy effects, whether instantaneous or ongoing. The amount of information revealed depends on how long you study a particular area. If you fully study a location, you gain benefits against the threats your power might have revealed.

1st Round: Presence or absence of undead or negative energy auras.

2nd Round: Number of undead or negative energy auras in the area and the strength of the strongest such aura present. If you are good-aligned, the strongest undead or negative energy aura's strength is overwhelming (see below), and if the creature (or negative energy effect) has Hit Dice (or is of a level) equal to at least twice your character level, you are stunned for 1 round and the power ends.

3rd Round: The strength and location of each undead or negative energy aura. If an aura is outside your line of sight, you discern its direction but not its exact location. Upon spending 3 rounds studying a particular area with *stygian discernment*, your enhanced knowledge provides you with a +2 insight bonus that you can apply toward your next attack roll, saving throw, or the save DC of the next power you manifest that affects the undead creature you have located using this spell.

Aura Strength: The strength of an undead or negative energy aura is determined by the Hit Dice (or spell/power level) of the undead creature (or negative energy effect), as shown on the following table:

HD/Spell or Power Level	Strength
0–1	Faint
2–4	Moderate
5–10	Strong
11 or higher	Overwhelming

STYGIAN DISRUPTION

Psychometabolism
Level: Psychic warrior 4
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: One bludgeoning weapon
Duration: 1 round/level
Saving Throw: Will negates (harmless, object)
Power Resistance: Yes (harmless, object)
Power Points: 7

A massive surge of brilliant white light envelops your weapon.

You give a weapon the disruption special ability in addition to any other properties it has. A weapon of disruption is the bane of all undead. Any undead creature struck in combat must succeed on a Will saving throw or be destroyed as its link to the Negative Energy Plane is severed.

STYGIAN DOMINION

Psychometabolism
Level: Death 5, psion/wilder 5
Display: Material and visual
Manifesting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One undead creature
Duration: 1 hour/level or until you return to your body
Saving Throw: None; see text
Power Resistance: Yes
Power Points: 9

Your body drops lifeless as your consciousness travels in an arc of crackling black energy to assume control of an undead vessel.

You can assume control over the body of a mindless undead creature, such as a skeleton or zombie. You can target any creature whose Hit Dice are equal to or less than your manifester level. When you take control of the mindless undead creature, you leave your body empty of sentience and mind, but it still breathes. The power ends when the undead body is destroyed, you leave the undead body to assume control of your own body, the duration of the power ends, or some other force (such as *dispel psionics*) drives you out of the undead body and back to your own.

While in the body of the undead creature, you retain your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities (as well as psionic powers). The body retains its Strength, Dexterity, Constitution, hit points, natural abilities, and special abilities.

As a standard action, you can shift from the undead creature to your body if it is within range, relinquishing control of the undead creature. Doing this causes the power to end.

If the undead creature is destroyed when your body is beyond the range of the power, both you and the undead creature die. Any life force with nowhere to go is treated as slain.

If the power's duration expires while you are in the undead creature's body, you return to your own body instantly (unless your body is out of range or destroyed, in which case you die).

Augment: If you spend 2 additional power points, you can attempt to assume control of an intelligent undead. In this case, the undead gets a Will saving throw to resist the attempt. If the save fails, you control the undead's body, but its mind remains in the body you assume control over, and it can attempt another saving throw every 1d4 rounds to force you back into your own body (which means you could die if your body is out of range at the time of a successful save).

STYGIAN ERASURE

Psychometabolism
Level: Psychic warrior 2
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 3

A silvery-white curtain encompasses you, seeming to rise up from the ground and stretch toward the heavens.

When you manifest this power, you form a temporary bond with the Positive Energy Plane that removes one negative level you possess. *Stygian erasure* does not restore lost levels.

Augment: For every 2 additional power points you spend, you can remove one additional negative level.

STYGIAN RAY

Psychometabolism
Level: Death 2, psion/wilder 2
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray
Duration: 1 round
Saving Throw: None
Power Resistance: Yes
Power Points: 3

A black ray of energy springs from your outstretched hand to strike your enemy.

You form a momentary link between yourself and the Negative Energy Plane, allowing you to release a black ray that suppresses the life force of any living creature it strikes.

You must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels for 1 round (see the Negative Levels sidebar on page 100). If the subject has at least as many negative levels as it has Hit Dice, it is stunned for 1 round instead.

On the following round, the subject regains lost levels. Usually, negative levels have a chance of permanently draining the victim's levels (or killing creatures with Hit Dice equal to or less than the number of negative levels gained), but the negative levels from *stygian ray* don't last long enough to do so.

An undead creature struck by the ray gains 5 temporary hit points that last for up to 1 round.

STYGIAN TOUCH

Psychometabolism
Level: Psychic warrior 6
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: One creature touched/level
Duration: Instantaneous
Saving Throw: Fortitude negates
Power Resistance: Yes
Power Points: 11

Your fingertips darken until they are stained as black as the void.

You form a momentary link between yourself and the Negative Energy Plane, allowing you to suffuse your hands with negative energy so that your touch weakens the life force of living creatures. Each touch channels negative energy that bestows one negative level on the target and grants you 5 temporary hit points. Both the negative level and the temporary hit points last for up to 1 hour. A successful Fortitude save negates the negative level and prevents you from gaining the temporary hit points. You can use this melee touch attack once per manifester level.

An undead creature you touch gains 5 temporary hit points that last for up to 1 hour, and you lose 5 hit points (no save).

Augment: For every 2 additional power points you spend, a negative level you bestow on a particular melee touch attack that you designate lasts for 24 hours.

STYGIAN VEIL

Psychometabolism
Level: Death 8, psion/wilder 8
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 15

Your skin pales and your eyes darken to dead-black orbs.

You form a momentary link between yourself and the Negative Energy Plane that allows you to gain many of the traits common to undead creatures. You are immune to mind-affecting spells and abilities, poison, sleep effects, paralysis, stunning, disease, death effects, extra damage from critical hits, nonlethal damage, death from massive damage, ability drain, energy drain, fatigue, exhaustion, and damage to physical ability scores. You are immune to any effect requiring a Fortitude save unless it is harmless or affects objects. You need not breathe, eat, or sleep.

For the duration of the power, you have no Constitution score (—). You lose any bonus hit points gained from having a Constitution bonus (though this can't reduce your hit points to less than 1 per Hit Die). If your Constitution modifier is normally a penalty, you don't gain any hit points by manifesting this power.

Like an undead creature, you are damaged by positive energy effects and healed by negative energy effects.

You don't actually gain the undead type by manifesting this power.

STYGIAN WARD

Psychometabolism
Level: Life 4
Display: Visual
Manifesting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 7

You touch your target, and a green radiance begins to cover it, spreading out from your point of contact.

As *death ward* (PH 217), except as noted here.

STYGIAN WEAPON

Psychometabolism
Level: Lurk 2, psychic warrior 2
Display: Visual
Manifesting Time: 1 swift action
Range: Touch
Target: One weapon touched
Duration: 1 round
Saving Throw: None (object)
Power Resistance: Yes; see text
Power Points: 3

Tendrils of crackling black energy course from you into your weapon.

You form a momentary link between yourself and the Negative Energy Plane, allowing you to empower your weapon with fell energy.

One melee attack you make in this round is infused with negative energy. On a successful attack, your foe is treated as if struck with a *stygian ray* (page 101). That creature's power resistance (if any) applies to this attack.

SUGGESTION, IMPLANTED

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 4
Display: Mental
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5ft./2 levels)
Target: One creature
Duration: 1 day/level or until completed
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 7

You give a sharp, penetrating look at your target, implanting a command within its mind, just waiting to make itself felt.

This power is nearly identical to *suggestion* (PH 285), with a few important differences. When this power is manifested, you implant a telepathic suggestion in the mind of the subject and establish a set of circumstances that trigger the suggestion. You must be

able to describe the trigger in no more than two sentences. Example triggers include "Midnight tomorrow evening," "When Lord ir'Daza mentions the weather," or "Wait two days, then as soon as you see the king."

When the trigger event occurs, the subject senses the implanted suggestion and acts accordingly. The suggestion is telepathic and is not language-dependent; the victim will not be able to explain later why he acted the way he did.

Aura sight (EPH 79) reveals the presence of a latent *implanted suggestion*, and *aura alteration* (EPH 78) can be used to remove it. If the duration of the power expires before the suggestion is triggered, it fades away harmlessly.

The target makes his saving throw when the power is manifested, so you know whether your suggestion was placed successfully.

Augment: For every 2 additional power points you spend, this power can affect an additional target. Each additional target must be within 15 feet of another target of the power. All targets must receive the same triggering instructions.

SUPPRESS SCHISM

Psychokinesis
Level: Psion/wilder 5
Display: Auditory and visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: Instantaneous + 1 round/level
Saving Throw: Will partial; see text
Power Resistance: Yes
Power Points: 9

A drum beats threateningly and the light around your foe turns dark as you cut your foe off from its extended mind.

Suppress schism interferes with powers and effects from the telepathy discipline. When you manifest this power, you make a dispel check (1d20 + your manifester level, maximum +15) against each ongoing telepathy power in effect on the target creature. The DC for this dispel check is 11 + the power's manifester level. If you succeed on a particular check, that power is dispelled; if you fail, that power remains in effect.

In addition, if the target fails a Will save, any form of dual mind effect is disrupted for the duration of the power, including the effects of the *schism* power (EPH 130) and any of the various host feats (page 59–60). In the EBERRON setting, this effect works against both an Inspired's dual mind ability and a kalashtar's +2 bonus on saving throws against mind-affecting spells and abilities.

If the target is possessed, the possessing mind must make a save or become suppressed for the power's duration, in which case the target creature can act normally.

For the duration of the power, if the target attempts to manifest a telepathy power, he must make a manifester level check (DC 11 + your manifester level) or fail to manifest the power.

Augment: For every 2 additional power points you spend, the DC of the Will save increases by 1.

SYNCHRONICITY

Clairsentience
Level: Psion/wilder 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round
Power Points: 1

Your eyes flash with visions only you can truly make out.

You gain a brief glimpse into the future that allows you to arrange a coincidence of events. When you manifest this power, you can ready a standard action (without spending an action to do so) and use it whenever you choose before your next turn. Unlike the normal use of readied actions, you need not specify the condition under which you take your readied action. If you do not perform your readied action before your next turn, you lose that action.

Augment: If you spend 2 additional power points, you do not need to specify the standard action you are readying. In effect, you can take your normal move action and then take any standard action at some later point in the round, depending on how events unfold.

TELEKINETIC BOOMERANG

Psychokinesis
Level: Kineticist 3, psychic warrior 3
Display: Visual
Manifesting Time: 1 swift action
Range: Touch
Target: One thrown weapon
Duration: 1 round/level (D)
Saving Throw: Will negates (object)
Power Resistance: Yes (object)
Power Points: 5

The object you touch glistens with silvery motes.

You can imbue a thrown weapon with an unusually fast-acting version of the returning weapon special ability. Half lings with psionic powers often use *telekinetic boomerang* on daggers or throwing axes.

Unlike a weapon with the returning special ability (DMG 225), a thrown weapon imbued with *telekinetic boomerang* returns to the thrower's hand immediately after the attack is resolved, allowing the weapon to be used again on the same turn.

Augment: For every 2 additional power points you spend, you can imbue an additional thrown weapon with the benefit of *telekinetic boomerang*.

TELEKINETIC BUFFER

Psychokinesis
Level: Psion/wilder 5
Display: Visual
Manifesting Time: 1 standard action
Range: Up to 15 ft.
Effect: Emanation of up to 15-ft. radius, centered on you
Duration: 1 round/level (D)
Saving Throw: None
Power Resistance: Yes
Power Points: 9

Waves of azure energy surge outward from you, pushing all creatures from your path.

A telekinetic field surrounds you, appearing between you and other creatures. You decide the size of the buffer at the time of manifestation (either 0 feet, 5 feet, 10 feet, or 15 feet). A buffer-radius of 0 feet means creatures can attack you (though you still gain the cover noted below).

This buffer moves with you, regardless of where you go or how an opponent tries to circumvent it, providing cover (+4 bonus to Armor Class) for you against opponents. The buffer cannot push through walls or other barriers. The radius at which the buffer surrounds you remains constant for the duration, which means you will be slowed to half your normal speed if you move down a narrow corridor too small to contain the field easily.

Any creature of Large or smaller size that tries to move through the field is slowed to half its normal speed. The field cannot reduce the speed of a creature of Huge or larger size, but the buffer still provides cover from such creatures.

Augment: You can augment this power in one or both of the following ways.

1. For every 4 additional power points you spend, you increase the size of creature that can be affected by this power by one size category.

2. If you spend 4 additional power points, you can push an opponent back. Each round, as a standard action, you can choose one creature within the field to be subject to a bull rush with a Strength check result of 30.

If the creature succeeds on its opposed check, it remains where it is, but since it is still within the field, it cannot move closer without straining (see above). If the creature fails its opposed check, it is pushed back 5 feet + an additional 5 feet for each 5 points by which the power's check result is greater than the defender's check result.

TEMPORAL REITERATION

Psychoportation
Level: Nomad 5
Display: Visual
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: Instantaneous
Power Points: 9

A temporal fire encompasses your body. Within its time-defying flames, you gain a moment of stasis.

The past round does not count as time spent from the duration of ongoing effects on you such as rage, spell duration, and poison. Manifesting this power effectively increases their duration for you by 1 round.

Augment: For every 4 additional power points you spend, you can share the power's effect with one additional person who is within 30 feet of you at the time you manifest the power.

TOUCH OF HEALTH

Psychometabolism (Healing)
Level: Life 1
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Touch
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates (harmless) or Will half
Power Resistance: Yes
Power Points: 1

A delicate chime resounds as your touch heals a creature's minor wounds.

With a touch, you channel positive energy to cure 2 points of damage to a target creature. If used against an undead creature, *touch of health* instead deals 2 points of damage. An undead creature can attempt a Will save for half damage.

Augment: For every additional power point you spend, you can cure 2 additional points of damage to a target creature, or deal 2 additional points of damage to undead.

URBAN STRIDER

Psychometabolism
Level: Psion/wilder 1, psychic warrior 1
Display: Visual
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 min./level
Power Points: 1

Your legs appear to lengthen and take on more graceful lines, promising greater feats of speed and agility.

You enhance your ability to move rapidly through city streets and across rooftops. You gain a +5 competence bonus on all Balance and Jump checks. You do not need to make Balance checks when running or charging across a sloped surface. You automatically succeed on all Jump checks to clear a horizontal distance of 5 feet or less, and you can make standing long jumps and high jumps as if they were running long jumps and high jumps. You can move at your full normal speed through crowds.

Augment: If you spend 8 additional power points, you can walk normally on any city surface as if it were level ground. This includes perfectly vertical walls, glass windows, and even clotheslines. Your speed remains unchanged, even when walking straight up a wall.

URGE EXTERMINATION

Telepathy (Compulsion) [Mind-Affecting]
Level: Psion/wilder 9
Display: Auditory
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature with 90 or fewer hp
Duration: Instantaneous
Saving Throw: None
Power Resistance: Yes
Power Points: 17

A single indecipherable syllable erupts from the lips of your opponent as it collapses lifeless to the ground.

You issue a psychic command that instantly kills one creature of your choice by shutting down its mind. Creatures with more than 90 hit points are unaffected by *urge extermination.*

Augment: For every additional power point you spend, you can affect a creature with 10 more hit points. For example, if you spend 2 additional power points when manifesting *urge extermination,* you can affect one living creature with 110 or fewer hit points.

ZONE OF ALERTNESS

Telepathy (Compulsion) [Mind-Affecting]
Level: Lurk 2, psion/wilder 2
Display: Mental
Manifesting Time: 1 standard action
Range: 10 ft.
Targets: You and all allies within 10 ft.
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Power Resistance: Yes (harmless)
Power Points: 3

A call for unification extends from you across the mental plane, offering your allies the benefits of a linked consciousness.

If you or any ally within 10 feet of you is aware of a particular danger, you all are. If one person included in this power is not flat-footed, none of you are. You and the allies you select gain a bonus on Spot and Listen checks equal to the number of linked allies in range.

As long as your allies stay within 10 feet of your position, they continue to gain the benefits of this power. As soon as they move more than 10 feet away from you, the effect ends for them and can be regained only if the power is manifested on them again.

Augment: You can augment this power in one or more of the following ways.

1. If you spend 4 additional power points, you can increase the duration of this power to 10 minutes per level.

2. If you spend 6 additional power points, you can specify that no one in the range of this power is considered flanked unless you all are.

3. If you spend 6 additional power points, you can manifest this power as a swift action.

4. For every 2 additional power points you spend, you can extend the range by 5 feet.

5. For each additional power point you spend, you can increase the bonus on Spot and Listen checks by 1.

ZONE OF TRUTH, PSIONIC

Telepathy (Compulsion) [Mind-Affecting]
Level: Justice 2
Display: Visual
Manifesting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: 20-ft.-radius emanation
Duration: 1 min./level
Saving Throw: Will negates
Power Resistance: Yes
Power Points: 3

You create an area infused with a soft, golden light in which only truth can be spoken.

As *zone of truth* (PH 303), except as noted here.

PSIONIC ITEMS

While a psionic character relies on her powers to achieve her ends, she also relies on special items suffused with psionic power. This section details many new psionic items available for characters to use and enhance their effectiveness on adventures.

Table 4–1: New Psionic Items

Weapons	Cost
Earth hammer	12,300 gp
Lifequencher	14,800 gp
Chain of convolution	30,705 gp
Ethereal reaver	40,000 gp
Quietus stiletto	50,308 gp
Soul in iron	52,500 gp
Flayer	98,315 gp

Psicrowns	Cost
Stygian diabolist	75,900 gp
Gossamer assailant	80,438 gp

Crystal Masks	Cost
Crystal mask of terror	5,400 gp
Crystal mask of visual insight	10,800 gp
Crystal mask of otherworldly gaze	16,200 gp
Crystal mask of psychometry	23,760 gp
Crystal mask of deluded perception	120,000 gp
Crystal mask of entrenched psyche	120,000 gp

Psychoactive Skins	Cost
Skin of ectoplasmic armor	3,000 gp
Skin of the celestial	10,000 gp
Skin of the fiend	10,000 gp
Skin of power damping	10,800 gp
Skin of celestial embrace	48,000 gp
Skin of fiendish embrace	48,000 gp

Stacked Psionatrixes	Cost
Psionatrix of air control	1,620 gp
Psionatrix of animal affinity	1,620 gp
Psionatrix of the chameleon	1,620 gp
Psionatrix of clairvoyant sense	1,620 gp
Psionatrix of damage repair	1,620 gp
Psionatrix of dimension swap	1,620 gp
Psionatrix of levitation	1,620 gp
Psionatrix of psychic sensitivity	1,620 gp
Psionatrix of stunning energy	1,620 gp
Psionatrix of thought reading	1,620 gp
Psionatrix of concealing amorpha	4,050 gp
Psionatrix of false sensory input	4,050 gp

Psionic Bands	Cost
Bands of extended range	2,000 gp
Bands of the blazing arc	6,300 gp
Bands of mindfire	11,000 gp
Bands of ethereal abduction	47,530 gp

Other Universal Items	Cost
Crystalline spider bead	1,400 gp
Saddle of the inspired mount	5,400 gp
Sandals of springing	6,000 gp
Crystal anchor of alertness	10,000 gp
Quiver of energy	15,750 gp
Quiver of etherealness	15,750 gp
Shroud of oblivion	23,700 gp
Elemental effigy	25,000 gp

WEAPONS

The following psionic weapons are types that are found throughout the planes.

MANIFESTING POWERS FROM POWER STONES

Expanded Psionics Handbook discusses how a psionic character might attempt to manifest a power from a source other than his own knowledge, including temporarily learning a power from a power stone (*EPH* 64). The updated rules below replace those rules.

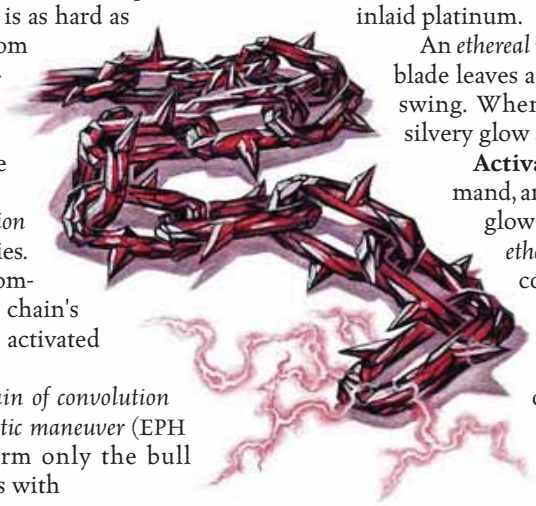
To manifest a power learned from a power stone, a psionic character must spend a full round in physical and mental contact with the stone, which provokes attacks of opportunity and requires a Psicraft check (DC 15 + the level of the power to be manifested). On the following round, if the character succeeds on a second Psicraft check (DC 15 + the power's level), he can manifest the power as if it were a known power, applying augmentation, metapsionic feats, and the character's manifester level and ability scores for the purposes of determining the power's effect and DC. Knowledge of the power fades when used, or after 1 round if not used.

Using a power stone in this way expends the power within the stone.

Chain of Convolution

This powerful spiked chain can be used to trip or disarm an opponent from a distance.

Description: A *chain of convolution* is a *+2 spiked chain*. It is a crystalline spiked chain that is as hard as steel and pulses with a red glow from within. When the weapon's telekinetic ability is activated while attacking, the red glow appears to leap away in arcs and rays as the weapon is whipped about.



A chain of convolution grants it's vielder limited telekinetic power

Activation: A *chain of convolution* always benefits from its base qualities. A standard action and a mental command is required to activate the chain's telekinetic ability, which can be activated twice per day.

Effect: When activated, a *chain of convolution* grants you the benefit of *telekinetic maneuver* (EPH 135). However, you can perform only the bull rush, disarm, and trip maneuvers with the weapon.

Aura/Manifester Level: Moderate psychokinesis. ML 11th.

Construction: Craft Psionic Arms and Armor, *telekinetic maneuver*, 15,350 gp, 1,216 XP, 40 days.

Weight: 10 lb.

Price: 30,705 gp.

Earth Hammer

This weapon can create a powerful psychokinetic shock wave that travels along the ground.

Description: An *earth hammer* is a *+1 thundering warhammer*. It appears as an intricate warhammer with a large green crystal embedded on each side of the hammer's head. Circular lines etched into the steel extend out from the crystals, as though depicting ripples in water. When the weapon is activated, the green crystals create an arc of psychokinetic energy that meets over the head of the hammer, crackling and spitting.

Activation: When you wield an *earth hammer*, you can activate the *stomp* power (EPH 133) by striking the earth with the weapon as a standard action.

Effect: This *+1 thundering warhammer* produces the effect of the *stomp* power as augmented by a 5th-level manifester. Any creature standing on the ground in a 20-foot cone-shaped spread must succeed on a DC 11 Reflex save or be knocked prone and take 5d4 points of nonlethal damage.

Aura/Manifester Level: Faint psychokinesis. ML 5th.

Construction: Craft Psionic Arms and Armor, *stomp*, 6,150 gp, 492 XP, 7 days.

Weight: 5 lb.

Price: 12,300 gp.

Ethereal Reaver

This ghostly longsword exists on both the Material Plane and the Ethereal Plane simultaneously, granting its wielder the ability to see into one plane from the other and attack creatures on either plane equally.

Description: An *ethereal reaver* is a *+2 longsword*. Its blade appears to be constructed of a ghostly, ethereal substance, though it is as hard as steel. The pommel and hilt are constructed of adamantine and worked through with inlaid platinum.

An *ethereal reaver* emits a low hum when drawn. Its blade leaves a trail of wispy smoke in the wake of its swing. When activated, the blade emanates a dim silvery glow as it pulses to life.

Activation: As a standard action, upon command, an *ethereal reaver is* sheathed in a dim silver glow that illuminates a 5-foot-radius area. An *ethereal reaver* can be deactivated by another command, also as a standard action.

Effect: When activated, an *ethereal reaver* allows you to see onto the Ethereal Plane, as though under the effect of the power *psionic see invisibility* (page 98). You can attack any creature that exists on the Ethereal Plane as though it were on the Material Plane. Likewise, if you are on the Ethereal Plane, you can attack any creature that exists on the Material Plane within the area you threaten, as though it were on the Ethereal Plane with you.

While the blade of this weapon exists on both planes, the pommel and hilt exist only on the plane where you currently reside. So, while you can be disarmed by an opponent on a plane opposite your own, the foe could not pick up the *ethereal reaver*.

Aura/Manifester Level: Moderate psychoportation. ML 7th.

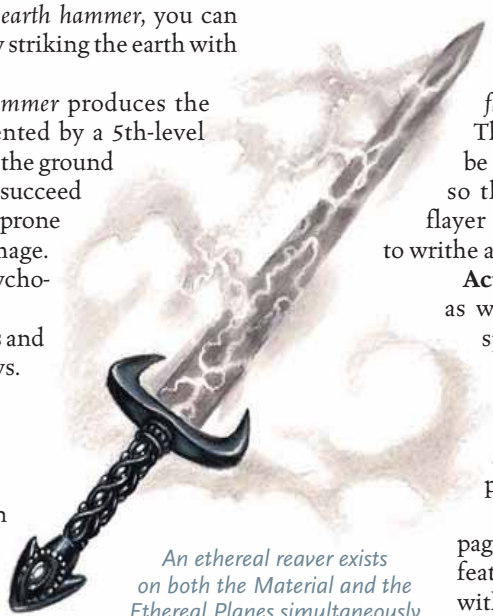
Construction: Craft Psionic Arms and Armor, *psionic see invisibility*, 20,000 gp, 1,600 XP, 20 days.

Weight: 4 lb.

Price: 40,000 gp.

Flayer

This heavy flail possesses a shaft of adamantine, to which four greenish-mauve chains are attached. The tentacle-like chains can remove the brains of unlucky foes.



An ethereal reaver exists on both the Material and the Ethereal Planes simultaneously

Description: A *flayer* is a *+2 heavy flail* with some visual embellishments. The wicked-looking weapon appears to be a heavy flail whose chains are designed so that each resembles articulated mind flayer tentacles. The chains sometimes seem to writhe and move of their own volition.

Activation: Using this weapon is as simple as wielding it. To activate the weapon's special effect, you must roll a natural 20 on an attack roll, followed by a successful roll to confirm the critical hit. The special effect of the weapon is effective only against living creatures that possess a brain.

Illithids, half-illithids (see *Fiend Folio* page 90), and those with the Illithid Heritage feat (page 62) are automatically proficient with a *flayer*.

Effect: If the special effect is activated, the four chains of the flail strike like coordinated asps,

penetrating the skull of the target and drawing out the brain, killing the target instantly.

Aura/Manifester Level: Strong psychometabolism. ML 18th.

Construction: Craft Psionic Arms and Armor, creator must be an illithid, half-illithid, or someone with the illithid Heritage feat, 49,158 gp, 3,933 XP, 50 days.

Weight: 4 lb.

Price: 98,315 gp.

Lifequencher

This bastard sword has psionic qualities as well as a permanent conduit to the Negative Energy Plane.

Description: A *lifequencher* is a *+1 sundering bastard sword*. Its blade is blackened, and light within 1 foot of it seems to swirl along its surface and disappear.

Activation: The base quality of the weapon is always active. As a swift action, you can imbue the blade with the effect of the *stygian weapon* power (page 102) three times per day.

Effect: You can attack a foe's weapon as if you possessed the Improved Sunder feat. When *stygian weapon* is activated in conjunction with a successful strike, the foe gains 1d4 negative levels for 1 round in addition to taking damage normally. If the foe has at least as many negative levels as it has Hit Dice, it is stunned for 1 round instead. On the following round, the subject regains lost levels. Usually, negative levels have a chance of permanently draining the victim's levels (or killing creatures with Hit Dice equal to or less than the number of negative levels gained), but the negative levels from *stygian weapon* don't last long enough to do so.

Aura/Manifester Level: Moderate psychometabolism. ML 9th.

Construction: Craft Psionic Arms and Armor, *stygian weapon*, 7,400 gp, 592 XP, 8 days.

Price: 14.800 gp.

Quietus Stiletto

This wicked-looking kukri is used to send the undead to their final rest, disrupting the flow of negative energy that keeps them going.

Description: A *quietus stiletto* is a *+1 keen kukri* with a blade constructed entirely of jade. The ivory handle is inlaid with golden runes in the forgotten language of Talaire. In that lost tongue, the runes spell out "quietus stiletto," hinting at this sacred blade's purpose.

When drawn, the blade of this kukri shimmers slightly. But when one or more undead are within 60 feet, a pale, blue-green light dances along its razor edge, and the blade emits a threatening hum that grows louder as the undead move closer to you.

Activation: The light and hum of the weapon are always active. An experienced wielder can gauge the proximity of undead by the volume of the blade's drone.

Effect: When a *quietus stiletto* scores a critical hit on undead creatures, it can sever their connection to the Negative Energy Plane, cutting them off from that source of power and instantly destroying them. Intelligent undead receive a DC 20 Will save to resist the effect, but a *quietus stiletto* automatically severs the link of mindless undead, such as skeletons and zombies. This weapon does not deal extra damage to undead on a critical hit, but you still roll to confirm a critical hit to determine if the weapon's destructive power activates.

Aura/Manifester Level: Strong psychometabolism. ML 13th.

Construction: Craft Psionic Arms and Armor, *stygian disruption*, 25,308 gp, 2,012 XP, 51 days.

Weight: 2 lb.

Price: 50,308 gp.

Soul in Iron

This greatsword has psionic qualities as well as a permanent conduit to the Positive Energy Plane, channeling the energy into a bright, sunlike aura that damages undead creatures.

Description: A *soul in iron* is a *+2 collision undead bane greatsword*. The weapon glows with a white, sunlike radiance. To a living creature, this aura of energy has a warm, comforting feeling. Undead creatures are uncomfortable even looking at the energy.

Activation: The base weapon qualities (collision and undead bane) are always active. As a standard action, upon command, you can sheathe the weapon in a brilliant white radiance that illuminates a 30-foot-radius area. This glow can be deactivated by another command, also as a standard action.

As a standard action, you can call on the effects of the *stygian erasure* power (page 101) once per day, removing up to four negative levels you possess.

Effect: When the weapon strikes any creature, its collision special ability (EPH 165) deals an additional 5 points of damage to the target. The greatsword's undead bane quality grants it a total enhancement bonus of +4 against undead, and the weapon deals an additional 2d6 points of damage to undead foes. When commanded, brilliant white light illuminates a 30-foot radius. When commanded, you gain the benefit of *stygian erasure* and remove up to four negative levels you possess (if any) once per day.

Aura/Manifester Level: Moderate psychometabolism. ML 9th.

Construction: Craft Psionic Arms and Armor, *stygian erasure*, 26,250 gp, 2,100 XP, 27 days.

Price: 52,500 gp.

PSICROWNS

A psicrown is a psionic headband that allows the wearer to access stored psionic powers according to his or her own psionic ability. Unlike other sorts of psionic items, the wearer can use his or her own manifester level if it's higher than the manifester level of the psicrown. For details on psicrowns, see page 169 of *Expanded Psionics Handbook*.

Gossamer Assailant

A *gossamer assailant* psicrown allows the wearer to trap, slow, or trip opponents.

Description: This psicrown is constructed from small jade crystals and ectoplasm, giving it an almost ethereal look. It appears as an intricately woven band that fits comfortably over the temples. The strands of ectoplasm glisten in the light, giving the psicrown a pearlescent appearance. The crystals that decorate the psicrown are clustered in front, vaguely reminiscent of the eyes on a large hunting spider.

Activation: You can activate the psicrown as a standard action and use any one of the psionic powers listed below. Using a different power, or the same one in succession, requires another standard action.

Effect: This psicrown has 550 power points and allows the use of the following powers.

- *catapsi* (EPH 82)
- *ectoplasmic cocoon* (EPH 97)
- *ectoplasmic swarm* (page 84)
- *entangling ectoplasm* (EPH 104)

Aura/Manifester Level: Moderate metacreativity. ML 11th.

Construction: Craft Psicrown. *catapsi, ectoplasmic cocoon, ectoplasmic swarm, entangling ectoplasm,* 40,219 gp, 3,218 XP, 81 days.

Weight: 1/2 lb.

Price: 80,438 gp.

Stygian Diabolist

The *stygian diabolist* psicrown taps into the Negative Energy Plane, sapping the strength and life force from the wearer's enemies.

Description: This psicrown is carved from obsidian and bears a single large ruby, mounted in front. When used, the gem pulses with blood-red energy and the wielder's features become momentarily drawn and emaciated.

Activation: You can activate the psicrown as a standard action and use any one of the psionic powers listed below. Using a different power, or the same one in succession, requires another standard action.

Effect: This psicrown has 550 power points and allows the use of the following powers.

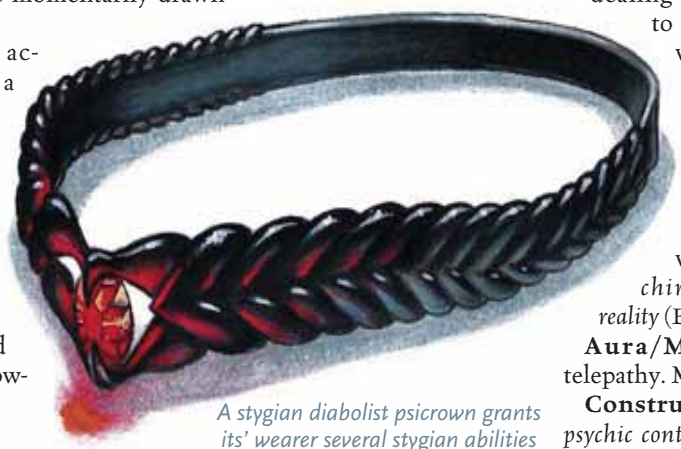
- *stygian bolt* (page 99)
- *stygian dominion* (page 101)
- *stygian ray* (page 101)

Aura/Manifester Level: Moderate psychometabolism. ML 11th.

Construction: Craft Psicrown, *stygian bolt, stygian dominion, stygian ray,* 37,950 gp, 3,036 XP, 56 days.

Weight: 1/2 lb.

Price: 75,900 gp.



A stygian diabolist psicrown grants its' wearer several stygian abilities

CRYSTAL MASKS

A crystal mask is a psionically charged face mask of clear crystal that grants its wearer a particular ability. The examples described below appear much the same as any crystal mask—transparent and blurring the wearer's features. A crystal mask is a type of universal item. For details on crystal masks, see page 173 of *Expanded Psionics Handbook.*

Crystal Mask of Entrenched Psyche

This crystal mask prevents a psionic creature from using its psionic or psi-like abilities.

Description: When initially donned, the mask gives off a sharp crack of energy accompanied by the stink of burning flesh as the mask attempts to graft itself to the wearer.

Activation: As a standard action, the mask can be applied to a helpless psionic humanoid (or a creature with a humanoidlike head, such as an illithid). The mask automatically resizes to fit any size head. Nonpsionic creatures can wear the mask, but it has no effect on them. It's impossible to place the mask on a resisting creature.

Effect: If the wearer makes a DC 15 Will saving throw, the mask deals 1d6 points of damage as it tries to adhere to his face and fails, falling away.

If the wearer fails the save, the *crystal mask of entrenched psyche* affects him as the *psychic containment* power (page 96). The victim is immediately cut off from his psionic abilities, including psi-like abilities and manifested powers, as well as any racial extraordinary and supernatural abilities that are psionic in nature. The victim also takes 1d6 points of damage as the mask begins to graft to his face.

If the wearer donned the mask accidentally (as opposed to having it forced on him), he can attempt another saving throw 1 round later. If this second save succeeds, the mask falls away, but its residual effect continues to block his psionic abilities for 5 more rounds. If the second save fails, he takes an additional 1d6 points of damage as the mask settles permanently into place.

Once the mask is in place, the wearer can remove it by dealing enough damage to the mask to destroy it. Unfortunately, the wearer takes as much damage as the mask does and doesn't benefit from the mask's hardness. The mask has hardness 10 and 50 hit points. Alternatively, the mask can be removed with powers such as *psychic chirurgery* (EPH 126) and *bend reality* (EPH 80).

Aura/Manifester Level: Strong telepathy. ML 15th.

Construction: Craft Universal Item, *psychic containment,* 60,000 gp, 4,800 XP, 60 days.

Weight: 1/2 lb.

Price: 120,000 gp.

Crystal Mask of Deluded Perception

This crystal mask traps a creature in a world of its own imagining.

Description: When initially donned, the mask gives off a sharp crack of energy accompanied by the stink of burning flesh as the mask attempts to graft itself to the wearer.

Activation: As a standard action, the mask can be applied to a helpless psionic humanoid (or a creature with a humanoidlike head, such as an illithid). The mask automatically resizes to fit any size head. Nonpsionic creatures can wear the mask, but it has no effect on them. It's impossible to place the mask on a resisting creature.

Effect: If the wearer makes a DC 15 Will saving throw, the mask deals 1d6 points of damage as it tries to adhere to her face and fails, falling away.

If the wearer fails the save, the *crystal mask of deluded perception* affects her as *cerebral phantasm* (page 80). The victim begins to see horrors dredged up from her own subconscious. She also takes 1d6 points of damage as the mask begins to graft to her face.

If the wearer donned the mask accidentally (as opposed to having it forced on her), she can attempt another saving

throw 1 round later. If this second save succeeds, the mask falls away, but she is dazed for 1 round. If the second save fails, she takes an additional 1d6 points of damage as the mask settles permanently into place.

Once the mask is in place, the victim's senses are overlaid with horrible images that daze her, though, she continues to scream, cry, and froth until exhaustion forces unconsciousness. When the wearer wakes the next morning, it is only to another day of dreadfulness.

The wearer can remove the mask by dealing it enough damage to destroy it. Unfortunately, she takes as much damage as the mask does and doesn't benefit from the mask's hardness. The mask has hardness 10 and 50 hit points. Alternatively, the mask can be removed with powers such as *psychic chirurgery* (EPH 126) and *bend reality* (EPH 80).

Aura/Manifester Level: Strong telepathy. ML 15th.

Construction: Craft Universal Item, *cerebral phantasm*, 60,000 gp, 4,800 XP, 60 days.

Weight: 1/2 lb.

Price: 120,000 gp.

Crystal Mask of Otherworldly Gaze

This crystal mask allows you to view other locations on the Material Plane as if you were on the Ethereal Plane.

Description: When the mask is donned and activated, a wavy, silvery sphere rises from the center of the forehead on the mask, then quickly disappears onto the Ethereal Plane.

Activation: You can activate the worn mask once per day as a standard action.

Effect: When a *crystal mask of otherworldly gaze* is activated, it creates a sensor that duplicates the effect of the *ethereal agent* power (page 88). You must concentrate on the sensor to maintain it. It concentration lapses, the sensor stands inert; it fades after 5 rounds unless you renew your concentration. You can maintain your concentration up to a maximum of 90 minutes before the effect ends.

Aura/Manifester Level: Moderate clairsentience. ML 9th.

Construction: Craft Universal Item, *ethereal agent*, 8,100 gp, 648 XP, 9 days.

Weight: 1/2 lb.

Price: 16,200 gp.

Crystal Mask of Psychometry

This crystal mask allows you to view the recent past of the spot upon which you stand.

Description: When the mask is activated, the eyes of the mask glaze over with an inky black film, obscuring your present sight so that you can better view the past.

Activation: You can activate the worn mask once per day as a standard action.

Effect: When a *crystal mask of psychometry* is activated, you can see images of events that occurred within the local area in the recent past, as the *psychometry* power (page 96) manifested by an 11th-level manifester.

Aura/Manifester Level: Moderate clairsentience. ML 11th.

Construction: Craft Universal Item, *psychometry*, 11,880 gp, 950 XP, 12 days.

Weight: 1/2 lb.

Price: 23,760 gp.

Crystal Mask of Terror

This crystal mask projects an aura of fear that affects everyone but the wearer.

Description: When a *crystal mask of terror* that you wear is activated, your features seem to melt and distort into an awful, horrifying mess of flesh, worms, mouths, and other frightening elements.

Activation: You can activate the worn mask once per day as a standard action.

Effect: When a *crystal mask of terror is* activated, one target within 100 feet, who is chosen by you and to which you have line of sight, is affected as if by the *cerebral phantasm* power (page 80). If the target fails a DC 15 Will saving throw, she sees the horror lurking in her subconscious on the face of the mask, takes 3d6 points of nonlethal damage, and is dazed for 1d4 rounds, though she continues to scream, cry, and froth during that time. If the target makes her Will save, she takes no damage and is not dazed.

Aura/Manifester Level: Strong telepathy. ML 16th.

Construction: Craft Universal Item, *cerebral phantasm*, 2,700 gp, 216 XP, 3 days.

Weight: 1/2 lb.

Price: 5,400 gp.

Crystal Mask of Visual Insight

This crystal mask allows you to briefly ignore the concealment of any nearby creature.

Description: When the mask is donned and activated, the eyes of this mask light up, glowing with a blue radiance.

Activation: You can activate the worn mask three times per day as a swift action.

Effect: When a *crystal mask of visual insight* that you wear is activated, you can ignore the effects of concealment (but not *invisibility*) enjoyed by any creature within 30 feet for 1 round. Regardless of what effect is creating concealment—such as fog, shadow, or absolute darkness—you can see through it to any targets in range for a brief moment.

Aura/Manifester Level: Strong clairsentience. ML 15th.

Construction: Craft Universal Item, *moment of insight*, 5,400 gp, 432 XP, 6 days.

Weight: 1/2 lb.

Price: 10,800 gp.

PSYCHOACTIVE SKINS

A psychoactive skin is a psionically charged mass of ectoplasm that grows to cover its wearer's body, forming a second skin that grants a specific psionic ability. A psychoactive skin is a type of universal item. For details on psychoactive skins, see page 175 of *Expanded Psionics Handbook*.

Skin of the Celestial

A *skin of the celestial* allows you to take on the celestial template for a short period of time.

Description: At first sight, this skin appears to be a white glob of ectoplasm approximately 6 inches in diameter. When donned, it melds over your skin, becoming a stainless white epidermis complete with a shimmering golden halo.

Activation: As a standard action, you can activate the skin by projecting a command thought, causing it to spread over your body. The skin's effect lasts for 7 rounds, after which it automatically removes itself from you and shrinks back down to its quiescent state (a small glob of ectoplasm). A *skin of the celestial* can be activated once per day.

Effect: The skin grants you the benefit of the celestial template (MM 31). Each time the skin is activated, you gain the template for 7 rounds.

Aura/Manifester Level: Moderate psychometabolism. ML 10th.

Construction: Craft Universal Item, *planar apotheosis*, 5,000 gp, 400 XP, 10 days.

Weight: 1 lb.

Price: 10,000 gp.

Skin of Celestial Embrace

The *skin of celestial embrace* allows you to take on the half-celestial template for a short period of time.

Description: At first sight, this skin appears to be a pearlescent glob of ectoplasm approximately 6 inches in diameter. When donned, it melds over your skin, becoming an iridescent white epidermis complete with a shimmering golden halo.

Activation: As a standard action, you can activate the skin by projecting a command thought, causing it to spread over your body. The skin's effect lasts for 15 rounds, after which it automatically removes itself from you and shrinks back down to its quiescent state (a small glob of ectoplasm). A *skin of celestial embrace* can be activated once per day.

Effect: The skin grants you the benefit of the half-celestial template (MM 144). Each time the skin is activated, you gain the template for 15 rounds.

Aura/Manifester Level: Strong psychometabolism. ML 15th.

Construction: Craft Universal Item, *planar embrace*, 24,000 gp, 1,920 XP, 48 days.

Weight: 1 lb.

Price: 48.000 gp.

Skin of Ectoplasmic Armor

A *skin of ectoplasmic armor* covers you in a suit of protective armor.

Description: At first sight, this skin appears to be a silver ball of ectoplasm approximately 6 inches in diameter. When donned, it appears as a suit of silvery, ectoplasmic full plate armor. The armor feels soft to the touch, though it immediately becomes as hard as iron at the exact spot of contact if struck with any kind of force.

Activation: As a standard action, you can activate the skin by projecting a command thought, causing it to spread over your body. The same command thought causes the skin to shrink back down to its original form. The skin can be activated at will.

Effect: A *skin of ectoplasmic armor* gives you a +8 armor bonus (which does not stack with armor bonuses provided by other armor, powers, spells, or effects). The skin is somewhat bulky and penalizes you with a +2 maximum Dexterity bonus, an armor check penalty –6, and a 25% arcane spell failure chance. The skin does not penalize your speed. Successfully dispelling this psychoactive skin causes it to shrink back to its original form and remain inert for 1d4 rounds.

Aura/Manifester Level: Moderate metacreativity. ML 9th.

Construction: Craft Universal Item, 1,500 gp, 120 XP. 15 days.

Weight: 1 lb.

Price: 3,000 gp.

Skin of the Fiend

A *skin of the fiend* allows you to take on the fiendish template for a short period of time.

Description: At first sight, this skin appears to be a red glob of ectoplasm approximately 6 inches in diameter. When donned, it melds over your skin, becoming a deep red epidermis complete with tiny horns on the forehead.

Activation: As a standard action, you can activate the skin by projecting a command thought, causing it to spread over your body. The skin's effect lasts for 7 rounds, after which it automatically removes itself from you and shrinks back down to its quiescent state (a small glob of ectoplasm). A *skin of the fiend* can be activated once per day.

Effect: The skin grants you the benefit of the fiendish template (MM 107). Each time the skin is activated, you gain the template for 7 rounds.

Aura/Manifester Level: Moderate psychometabolism. ML 10th.

Construction: Craft Universal Item, *planar apotheosis*, 5,000 gp, 400 XP, 5 days.

Weight: 1 lb.

Price: 10,000 gp.

Skin of Fiendish Embrace

A *skin of fiendish embrace* allows you to take on the half-fiend template for a short period of time.

Description: At first sight, this skin appears to be a dull reddish-brown glob of ectoplasm approximately 6 inches in diameter. When donned, it melds over your skin, becoming a glistening, blood-red epidermis complete with horns on the forehead that are the color of bloodied bones.

Activation: As a standard action, you can activate the skin by projecting a command thought, causing it to spread over your body. The skin's effect lasts for 15 rounds, after which it automatically removes itself from you and shrinks back down to its quiescent state (a small glob of ectoplasm). A *skin of fiendish embrace* can be activated once per day.

Effect: The skin grants you the benefit of the half-fiend template (MM 147). Each time the skin is activated, you gain the template for 15 rounds.

Aura/Manifester Level: Strong psychometabolism. ML 15th.

Construction: Craft Universal Item, *planar embrace*, 24,000 gp, 1,920 XP, 48 days.

Weight: 1 lb.

Price: 48,000 gp.

Skin of Power Damping

A *skin of power damping* protects you from the full brunt of damaging (or beneficial) powers.

Description: At first sight, this skin appears to be a blue ball of ectoplasm approximately 6 inches in diameter. When donned, it melds over your skin, becoming a translucent bluish epidermis.

Activation: As a standard action, you can project a command thought, causing the skin to spread over your body. The skin's true effect is not always active. To activate the effect, you take an immediate action while wearing the skin. The skin can be activated three times per day.

Effect: When the skin is activated, you are protected for 1 round from the vagaries of force directed against you. All variable, numeric effects of any power, psi-like ability, spell,

or spell-like ability that affect you are decreased to their minimum possible values. For instance, if you are struck by an *energy ray* (EPH 103) augmented to deal 5d6 points of damage, you take only 5 points of damage. You are likewise shielded from beneficial effects.

If the power, psi-like ability, spell, or spell-like ability affects an area—*energy ball* (EPH 100), for example—its effect is minimized only for you. Other creatures in the area are affected normally.

Aura/Manifester Level: Faint psychometabolism. ML 5th.

Construction: Craft Universal Item, *damp power*, 5,400 gp, 432 XP, 6 days.

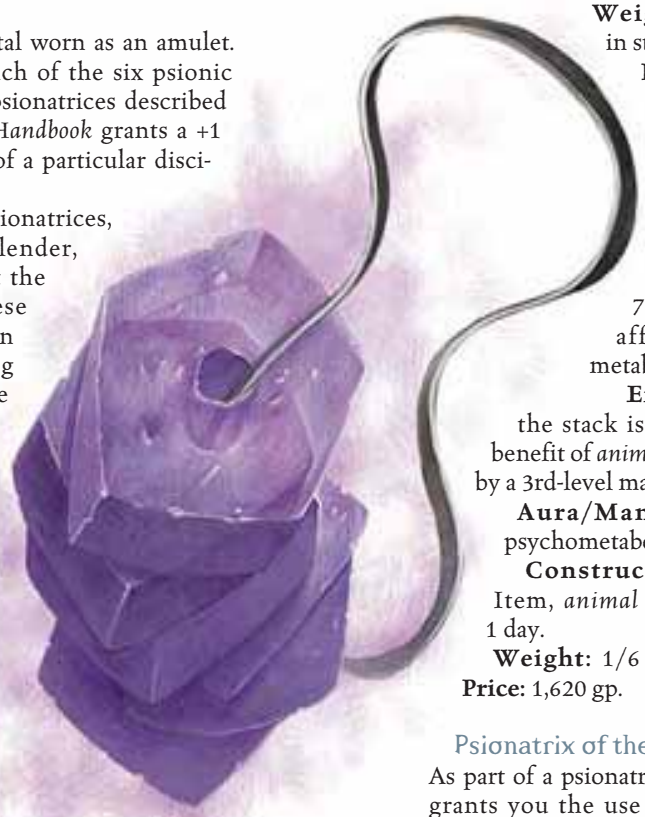
Weight: 1 lb.

Price: 10,800 gp.

STACKED PSIONATRICES

A psionatrix is a multifaceted crystal worn as an amulet. One basic psionatrix exists for each of the six psionic disciplines. Each of the six basic psionatrices described on page 175 of *Expanded Psionics Handbook* grants a +1 enhancement bonus to save DCs of a particular discipline of power.

There is more to learn about psionatrices, though. Each one appears as a slender, disc-shaped crystal with a hole at the center. While most users of these psionic items run an amulet chain through the hole, the opening is primarily useful as a guide for stringing more than one psionatrix together. When two or more psionatrices are stacked in this fashion (either on the string of an amulet or with a rigid wire), the crystal discs adhere to each other, in effect creating a single psionic item with variable power output.



When several psionatrices are gathered, a "stacked psionatrix" is formed

When you wear a stacked psionatrix, you can access its power by spending a standard action to rotate the discs in the stack to a new configuration. In effect, you can gain the benefits of several psionic items while only taking up one space on your body to wear all of them.

Up to six psionatrices can be stacked together to form a single stacked psionatrix. None of the six basic psionatrices described in *Expanded Psionics Handbook* can be stacked together. Instead, each of those serves as the foundation of its own stack.

Description: Each psionatrix described below appears as a clear crystal disc with no distinguishing marks. Any psionic creature or character who holds a disc can determine the psionic discipline to which the disc has affinity. When activated, this disc glows with the radiance of a candle.

Activation: Each psionatrix described below is inert until stacked with any one of the base psionatrices from *Expanded Psionics Handbook*; the base psionatrix doesn't have to match the aura discipline of a stacked psionatrix. As a standard action, the owner of a stacked psionatrix can rotate the discs to generate each special effect. The effect of each psionatrix in the stack can be generated once per day.

Psionatrix of Air Control

As part of a psionatrix stack, this crystal disc grants you the use of *control air* (EPH 86). This disc has an affinity for the psychokinesis discipline.

Effect: When this disc in the stack is activated, you gain the benefit of *control air* as if manifested by a 3rd-level manifested

Aura/Manifester Level: Faint psychokinesis. ML 3rd.

Construction: Craft Universal Item, *control air*, 810 gp, 65 XP, 1 day.

Weight: 1/6 lb. (per disc in stack).

Price: 1,620 gp.

Psionatrix of Animal Affinity

As part of a psionatrix stack, this crystal disc grants you the use of *animal affinity* (EPH 76). This disc has an affinity for the psychometabolism discipline.

Effect: When this disc in the stack is activated, you gain the benefit of *animal affinity* as if manifested by a 3rd-level manifester.

Aura/Manifester Level: Faint psychometabolism. ML 3rd.

Construction: Craft Universal Item, *animal affinity*, 810 gp, 65 XP, 1 day.

Weight: 1/6 lb. (per disc in stack).

Price: 1,620 gp.

Psionatrix of the Chameleon

As part of a psionatrix stack, this crystal disc grants you the use of *chameleon* (EPH 82). This disc has an affinity for the psychometabolism discipline.

Effect: When this disc in the stack is activated, you gain the benefit of *chameleon* as if manifested by a 3rd-level manifester.

Aura/Manifester Level: Faint psychometabolism. ML 3rd.

Construction: Craft Universal Item, *chameleon*, 810 gp, 65 XP, 1 day.

Weight: 1/6 lb. (per disc in stack).

Price: 1,620 gp.

Psionatrix of Clairvoyant Sense

As part of a psionatrix stack, this crystal disc grants you the use of *clairvoyant sense* (EPH 83). This disc has an affinity for the clairsentience discipline.

Effect: When this disc in the stack is activated, you gain the benefit of *clairvoyant sense* as if manifested by a 3rd-level manifester.

Aura/Manifester Level: Faint clairsentience. ML 3rd.
Construction: Craft Universal Item, *clairvoyant sense*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb. (per disc in stack).
Price: 1,620 gp.

Psionatrix of Concealing Amorpha

As part of a psionatrix stack, this crystal disc grants you the use of *greater concealing amorpha* (EPH 85). This disc has an affinity for the metacreativity discipline.

Effect: When this disc in the stack is activated, you gain the benefit of *greater concealing amorpha* as if manifested by a 5th-level manifester.

Aura/Manifester Level: Faint metacreativity. ML 5th.
Construction: Craft Universal Item, *greater concealing amorpha*, 2,025 gp, 162 XP, 3 days.
Weight: 1/6 lb. (per disc in stack).
Price: 4,050 gp.

Psionatrix of Damage Repair

As part of a psionatrix stack, this crystal disc grants you the use of psionic *repair damage* (EPH 126). This disc has an affinity for the metacreativity discipline.

Effect: When this disc in the stack is activated, you gain the benefit of *psionic repair damage* as if manifested by a 3rd-level manifester.

Aura/Manifester Level: Faint metacreativity. ML 3rd.
Construction: Craft Universal Item, *psionic repair damage*, 810 gp. 65 XP, 1 day.
Weight: 1/6 lb. (per disc in stack).
Price: 1,620 gp.

Psionatrix of Dimension Swap

As part of a psionatrix stack, this crystal disc grants you the use of *dimension swap* (EPH 93). This disc has an affinity for the psychoportation discipline.

Effect: When this disc in the stack is activated, you gain the benefit of *dimension swap* as if manifested by a 3rd-level manifester.

Aura/Manifester Level: Faint psychoportation. ML 3rd.
Construction: Craft Universal Item, *dimension swap*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb. (per disc in stack).
Price: 1,620 gp.

Psionatrix of False Sensory Input

As part of a psionatrix stack, this crystal disc grants you the use of *false sensory input* (EPH 106). This disc has an affinity for the telepathy discipline.

Effect: When this disc in the stack is activated, you gain the benefit of *false sensory input* as if manifested by a 5th-level manifester.

Aura/Manifester Level: Faint telepathy. ML 5th.
Construction: Craft Universal Item, *false sensory input*, 2,025 gp. 162 XP, 3 days.
Weight: 1/6 lb. (per disc in stack).
Price: 4,050 gp.

Psionatrix of Levitation

As part of a psionatrix stack, this crystal disc grants you the use of *psionic levitate* (EPH 114). This disc has an affinity for the psychoportation discipline.

Effect: When this disc in the stack is activated, you gain the benefit of *psionic levitate* as if manifested by a 3rd-level manifester.

Aura/Manifester Level: Faint psychoportation. ML 3rd.
Construction: Craft Universal Item, *psionic levitate*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb. (per disc in stack).
Price: 1,620 gp.

Psionatrix of Psychic Sensitivity

As part of a psionatrix stack, this crystal disc grants you the use of *sensitivity to psychic impressions* (EPH 131). This disc has an affinity for the clairsentience discipline.

Effect: When this disc in the stack is activated, you gain the benefit of *sensitivity to psychic impressions* as if manifested by a 3rd-level manifester.

Aura/Manifester Level: Faint clairsentience. ML 3rd.
Construction: Craft Universal Item, *sensitivity to psychic impressions*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb. (per disc in stack).
Price: 1,620 gp.

Psionatrix of Stunning Energy

As part of a psionatrix stack, this crystal disc grants you the use of *energy stun* (page 88). This disc has an affinity for the psychokinesis discipline.

Effect: When this disc in the stack is activated, you gain the benefit of *energy stun* as if manifested by a 3rd-level manifester.

Aura/Manifester Level: Faint psychokinesis. ML 3rd.
Construction: Craft Universal Item, *energy stun*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb. (per disc in stack).
Price: 1,620 gp.

Psionatrix of Thought Reading

As part of a psionatrix stack, this crystal disc grants you the use of *read thoughts* (EPH 128). This disc has an affinity for the telepathy discipline.

Effect: When this disc in the stack is activated, you gain the benefit of *read thoughts* as if manifested by a 3rd-level manifester.

Aura/Manifester Level: Faint telepathy. ML 3rd.
Construction: Craft Universal Item, *read thoughts*, 810 gp, 65 XP, 1 day.
Weight: 1/6 lb. (per disc in stack).
Price: 1,620 gp.

PSIONIC BANDS

Psionic bands come in pairs; one is worn on each hand. Each pair of bands described below takes up space on the body as a pair of gloves or gauntlets.

Bands of the Blazing Arc

This pair of metallic bands is capable of projecting fire in a small, cone-shaped burst.

Description: These metallic bands are finely crafted. Each bears a small red crystal that rests across the top of the knuckles. Flames etched into the steel give the bands a fiery appearance.

When the bands are activated, each band's crystal glows brightly as waves of searing heat project out from the wearer's

outstretched hands. A faint aroma of brimstone is present after activation.

Activation: To activate the bands, you give a mental command while simultaneously bringing both worn bands together so they touch (a standard action). The bands can be activated three times per day.

Effect: When activated, the bands project a 15-foot cone-shaped burst of flame that deals 4d4+4 points of fire damage to anything caught in the area. A DC 14 Reflex saving throw reduces the damage by half.

Aura/Manifester Level: Moderate psychokinesis. ML 7th.

Construction: Craft Universal Item, *energy arc*, 2.835 gp, 226 XP, 3 days.

Variants: Bands have been created for the other energy types common to psionic energy powers. *Bands of the electric arc* deal 4d4 points of electricity damage with a save DC of 16, *bands of the frozen arc* deal 4d4+4 points of cold damage with a save DC of 14, and *bands of the thundering arc* ignore hardness and deal 4d4–4 points of sonic damage with a save DC of 14. These variants have no change in cost or aura.

Weight: 1/2 lb.

Price: 6,300 gp.

The bands of the thundering arc release a spray of sonic energy when the worn bands are brought together

Bands of Ethereal Abduction

This pair of metallic bands allows you to send troublesome foes onto the Ethereal Plane.

Description: These metallic bands are finely crafted. Each bears a small clear crystal that rests across the top of the knuckles. The bands are thin and almost translucent in bright light. When activated, the crystals glow with a pale white light.

Activation: To activate the bands, you give a mental command while simultaneously bringing both worn bands together so they touch (a standard action). The bands can be activated once per day.

Effect: When activated, the bands project a 15-foot cone-shaped burst that has a chance of sending foes tumbling headlong onto the Ethereal Plane. A DC 19 Will saving throw negates the effect. Creatures that fail their saving throws are forced temporarily onto the Ethereal Plane along with their equipment. They remain there for 11 rounds unless they have another way of leaving. The bands can also be used from the Ethereal Plane against a target that exists on the Material Plane, pulling the target to your ethereal location.

Aura/Manifester Level: Moderate psychoportation. ML 11th.

Construction: Craft Universal Item, *ethereal abduction*, 23,760 gp, 1,900 XP, 24 days.

Weight: 1/2 lb.

Price: 47,530 gp.

Bands of Extended Range

This pair of metallic bands allows you to increase the range of thrown weapons.

Description: These metallic bands are finely crafted. Each bears a small violet crystal that rests across the top of the knuckles. When activated, the crystals generate a purplish aura that encompasses the wearer's hands.

Activation: To activate the bands, you need only put them on.

Effect: Whenever you wear the bands and use a throwing weapon (classified as a weapon typically capable of being thrown), the bands give the weapon a telekinetic push, doubling its range increment as if you enjoyed the effect of *extend range* (page 89).

Aura/Manifester Level: Faint psychokinesis. ML 5th.

Construction: Craft Universal Item, *extend range*, 1,000 gp, 80 XP, 1 day.

Weight: 1/2 lb.

Price: 2,000 gp.

Bands of Mindfire

This pair of metallic bands allows you to inflict a mentally crippling disease upon those you touch.

Description: These metallic bands are finely crafted. Each bears a small amber crystal that rests across the top of the knuckles. The bands appear to be pitted and decayed, even though the metal they are composed of is quite sound.

When the bands are activated, the crystals glow brightly. A sickly, grayish-brown aura encompasses the hands of the wearer.

Activation: To activate the bands, you give a mental command while simultaneously bringing both worn bands together so they touch (a standard action). The bands can be activated once per day.

Effect: When activated, the bands project a 15-foot cone-shaped burst of mental sickness that has a chance of affecting those in the area with the mindfire disease. A DC 14 Fortitude saving throw negates the effect. Creatures that fail their saving throws contract a virulent form of mindfire.

Mindfire has no incubation period; a victim immediately takes 1d4 points of Intelligence damage. Each day thereafter, the victim must succeed on a DC 14 Fortitude saving throw or take another 1d4 points of Intelligence damage. If the victim makes her Fortitude save for two days in a row, she fights off mindfire and recovers, taking no more damage.

Aura/Manifester Level: Faint psychometabolism. ML 5th.

Construction: Craft Universal Item, *mindfire*, 5,500 gp, 440 XP, 6 days.

Weight: 1/2 lb.

Price: 11,000 gp.

OTHER UNIVERSAL ITEMS

Unlike psicrowns, crystal masks, psychoactive skins, and other items, many types of psionic items do not follow a general pattern of creation. This section describes a number of miscellaneous universal psionic items.

Crystal Anchor of Alertness

When planted in the ground, this crystal anchor grants all creatures in the affected area an enhanced ability to see and hear. For details on crystal anchors, see page 172 of *Expanded Psionics Handbook*.

Description: A *crystal anchor of alertness* is a shaft of transparent crystal 4 feet in length, with a sharpened, spearlike head on one end. The crystal anchor has Armor Class 7, 15 hit points, a hardness of 8, and a break DC of 20. When activated, the shaft burns with a clear light, providing illumination equal to that of a lantern.

Activation: The crystal anchor is activated by plunging the sharp head into the ground, leaving the shaft freestanding (a standard action). The effect is deactivated by pulling the shaft out of the ground. The anchor can be used any number of times per day.

Effect: When activated, a *crystal anchor of alertness* radiates a field of alertness such that all creatures within 30 feet of the anchor gain a +5 bonus on their Spot and Listen checks.

Aura/Manifester Level: Faint telepathy. ML 5th.

Construction: Craft Universal Item, *zone of alertness*, 2,500 gp, 200 XP, 3 days.

Weight: 1/2 lb.

Price: 10,000 gp.

Crystalline Spider Bead

A *crystalline spider bead* can erupt to unleash a swarm of ectoplasmic spiders upon anyone in the area.

Description: A *crystalline spider bead* is a small spider carved from crystal, about 4 inches in diameter. A faint amber light shines from within the bead. Close observers can notice that the eyes on the *crystalline spider bead* appear to move to follow those nearby.

After being thrown and activated, a *crystalline spider bead* explodes (and is destroyed), unleashing an ectoplasmic swarm (page 129)—a sparkling swarm of gem-encrusted spiders that attack the nearest creature.

Activation: As a standard action, you shout the command word and throw the *crystalline spider bead* to a point within 30 feet where you would like the swarm to appear. The command word is what activates the item, which means the bead can be placed in advance and triggered with the command word by anyone standing within 30 feet of the item. At the beginning of the activator's next round of actions, the bead explodes and unleashes an ectoplasmic swarm. The ectoplasmic swarm remains active for 7 rounds before disappearing back onto the Astral Plane.

Effect: A *crystalline spider bead* calls an ectoplasmic swarm that attacks the nearest creature in the round after it is activated. If the victim dies or is trapped within an ectoplasmic cocoon, the swarm moves on to attack the next closest creature, and so on until it disappears, returning to the Astral Plane.

If you have one or more *crystalline spider beads*, keep the statistics for an ectoplasmic swarm handy, along with details regarding the *ectoplasmic cocoon* power.

Aura/Manifester Level: Moderate psychoportation. ML 7th.

Construction: Craft Universal Item, *ectoplasmic swarm*, 700 gp, 56 XP, 2 days.

Weight: 1/4 lb.

Price: 1,400 gp.

Elemental Effigy

An *elemental effigy* becomes one of the four kinds of elemental stewards (page 130)—arctine, emberling, geodite, or tempestan—for a short time, as determined by the carving of the effigy itself.

Description: Each of the four kinds of *elemental effigy* appears to be a miniature statuette of an elemental steward about 3 to 5 inches high. Though carved from stone, each effigy has its own unique feel. The emberling effigy is warm to the touch, while the arctine effigy is cool. The geodite effigy emits a very low hum that can be heard if the statuette is held up to the ear, while the tempestan effigy is prone to static electric discharge.

When activated, an *elemental effigy* becomes an elemental steward of the appropriate type and serves the owner of the effigy for a brief period. The steward always considers the creature that activated the *elemental effigy* to be the item's owner, which might or might not be true.

Activation: As a standard action, you set the effigy on the ground and utter the command word (typically, the name of the elemental steward).

Effect: Once activated, in the following round the effigy grows into the appropriate elemental steward of regular size. The elemental steward obeys and serves the owner of the effigy.

If an *elemental effigy* is broken or destroyed in its statuette form, it is forever ruined and has no more magic or power. If the elemental steward is slain, it reverts to statuette form and can be used again at a later time (though no sooner than one week).

An *elemental effigy* can maintain its steward form for up to 12 hours per day, but the duration need not be continuous.

If you have an *elemental effigy*, keep the statistics for the appropriate elemental steward handy.

Aura/Manifester Level: Strong psychoportation. ML 16th.

Construction: Craft Universal Item, *elemental steward*, 6,000 gp, 240 XP, 6 days.

Weight: 1 lb.

Price: 25,000 gp.

Quiver of Energy

Arrows or bolts placed into this quiver deal extra energy damage when drawn forth again. Each quiver is associated with a specific energy type (cold, electricity, fire, or sonic).

Description: This quiver, constructed of supple tan leather, is large enough to hold up to 20 arrows or bolts. Each quiver is embroidered in a way that calls to mind the energy type associated with the quiver. Ravaging bolts of lightning decorate an electricity quiver's exterior, silver embroidery covers the entire surface of a cold quiver, a fire quiver is inlaid with golden embroidery, and a sonic quiver *is* devoid of ornamentation.

Nonmagical arrows and bolts placed in the quiver are charged with the associated energy type. When drawn

from the quiver, the projectiles shower sparks of electricity, trail steamy vapor, drop fiery sparks, or emit a low hum, as appropriate to the energy type. When fired, they leave a dissipating trail of energy in their wake.

Activation: To activate the power of a quiver, the projectiles must be left to rest within it for at least 1 round prior to withdrawing them.

Effect: Arrows or bolts placed within a *quiver of energy* and left there for at least 1 round deal an extra 1d6 points of damage when they successfully hit. This damage is of the energy type associated with the quiver. The quiver can hold a maximum of 20 arrows or bolts (or any combination of the two adding up to 20). A projectile loses the special ability after it is used in an attack.

Aura/Manifester Level: Moderate psychokinesis. ML 7th.

Construction: Craft Universal Item, *energy missile*, 7,875 gp, 630 XP, 15 days.

Weight: 1 lb. (3 lb. when full).

Price: 15,750 gp.

Quiver of Etherealness

Arrows or bolts placed into this quiver affect creatures on the Ethereal Plane when drawn forth again.

Description: This quiver, constructed of supple black leather, is large enough to hold up to 20 arrows or bolts. Spidery silver embroidery covers the entire surface of the quiver. The silver webs seem to fade in and out while under observation, giving the quiver an otherworldly look in strong light.

Arrows and bolts placed in the quiver are imbued with a misty, ghostlike quality, becoming almost transparent. When drawn from the quiver, the projectiles maintain their ghostly quality, leaving swirling mist trails in their wake when they are fired.

Activation: To activate the power of a quiver, the projectiles must be left to rest within it for at least 1 round prior to withdrawing them.

Effect: Arrows or bolts placed within a *quiver of etherealness* and left there for at least 1 round can then be used to attack an ethereal creature while still on the Material Plane. The quiver can hold a maximum of 20 arrows or bolts (or any combination of the two adding up to 20). A projectile loses the special ability after it is used in an attack.

Arrows or bolts removed from a *quiver of etherealness* are also treated as if possessing the ghost touch weapon special ability, and thus are potent against incorporeal creatures as well.

Aura/Manifester Level: Moderate psychokinesis. ML 7th.

Construction: Craft Universal Item, *ethereal volley*, 7,875 gp, 630 XP, 15 days.

Weight: 1 lb. (3 lb. when full).

Price: 15,750 gp.

Saddle of the Inspired Mount

When amount is equipped with this saddle, its speed increases and its rider can negate hits made against her mount.

Description: This saddle is constructed from the finest leather, dark and richly appointed in a severe military style. The leather is inlaid with rounded pieces of glossy black obsidian, and the buckles and stirrup irons are fashioned from solid mithral.

A *saddle of the inspired mount* automatically adjusts to fit any size mount. The saddle does not count toward the creature's encumbrance, since it is extraordinarily comfortable to bear. It even conforms to fit both standard and exotic mounts.

Activation: The saddle's power is triggered by mental command as a standard action. The saddle can be activated three times per day.

Effect: When a *saddle of the inspired mount* being worn by your mount is activated, the speed of your mount increases by 20 feet. Additionally, you can attempt to negate a hit on your mount as though you possessed the Mounted Combat feat. If you already have the Mounted Combat feat, the saddle instead grants you a +10 competence bonus on your Ride check when attempting to negate a hit on your mount. The effect of the saddle lasts for 5 rounds once activated, but it ends immediately after you attempt a Ride check to negate a hit on your mount, regardless of whether the check succeeds.

Aura/Manifester Level: Faint psychometabolism. ML 5th.

Construction: Craft Universal Item, *inspire mount*, 2,700 gp, 216 XP, 3 days.

Weight: 30 lb.

Price: 5,400 gp.

Sandals of Springing

These sandals allow you to make extraordinarily long jumps.

Description: *Sandals of springing* appear to be exceptionally well-made leather sandals with laces that wrap around the wearer's calf. A large, smooth, hemispherical blue crystal, inset into a silver clasp, binds the laces at the top of the shin, just below the knees.

The sandals grow or shrink to fit any creature from size Small to size Large. They are extremely comfortable to wear, even while walking long distances.

Activation: The sandals are activated by use. You need only jump, and a powerful telekinetic field propels you through the air, creating a cloud of dust (as appropriate) with each jump.

Effect: These sandals grant you a +15 enhancement bonus on Jump checks.

Aura/Manifester Level: Faint psychokinesis. ML 3rd.

Construction: Craft Universal Item, *mighty spring*, 3,000 gp, 240 XP, 6 days.

Weight: 1 lb.

Price: 6,000 gp.

Shroud of Oblivion

This shroud gives you the appearance and abilities of an undead creature.

Description: A *shroud of oblivion* is a diaphanous burial veil that can be worn over the entire body. While unworn, the shroud appears dingy and bloodstained. When you wear it, it becomes translucent, but your features and form become partially obscured by shadows.

Activation: To activate a shroud, it must be pulled over the head of a psionic creature and 4 power points must be expended, all as part of a standard action. A shroud changes size to accommodate the creature that wears it. A shroud can be activated once a day for a period of 13 minutes.

You must possess at least 4 power points to activate this psionic item successfully. Nonpsionic characters can use a

shroud of oblivion only by making a successful Use Psionic Device check to emulate a class feature.

Effect: When activated, a *shroud of oblivion* gives you the benefit of *stygian veil* (page 102).

Aura/Manifester Level: Faint psychometabolism. ML 5th.

Construction: Craft Universal Item, *stygian veil,* 11,850 gp, 948 XP, 12 days.

Weight: 1/2 lb.

Price: 23,700 gp.

PSIONIC LOCATIONS AS TREASURE

Chapter 7 of *Dungeon Master's Guide* II presents the idea of magical locations that confer special abilities. Naturally, some locations are likewise imbued with psionic power available for the taking. The locations described in this section provide unique psionic abilities to the first who can claim them, as long as those individuals meet certain requirements. Creatures gain these abilities for free and don't need to expend a feat slot. Most of the locations confer abilities that are usable only for a specific period or number of uses.

Psionic locations never occur as part of a random treasure. The DM must deliberately place them within the campaign and decide whether or not they are within reach. It is possible for a character being created at a level higher than 1st to include abilities conferred by a psionic location as part of his overall wealth, but this is always subject to DM approval. Just as the DM controls access to psionic items by determining what is for sale in any given city or shop, the DM has final say over where, when, and how these psionic locations occur within a campaign.

In general, psionic locations can be suppressed by *dispel psionics* (EPH 94) as if they were psionic items containing a power manifested by a 10th-level manifester with an object Will save bonus of +15. Psionic locations are usually metaphysically tied to an area, so destroying buildings, walls, or other physical structures in and around a psionic location will not eliminate the site's ability to confer its power.

Limitations: No character can gain the benefit of a conferred power of a given psionic location more than once. Once the ability fades or is used up, returning to the psionic location doesn't allow the character to regain that ability.

Each of the psionic locations described below indicates the amount of time it takes to regenerate its power to confer an ability after it has already conferred the ability on a creature or character. This period varies from, one day to one year, unless the recipient of the ability is killed. If that occurs, the psionic location is instantly renewed, and it can confer its ability again immediately. If a location can confer its ability on more than one target, all who currently enjoy the ability must die to renew the location. Some conferred abilities fade away before their location can renew its power to confer. Even if the recipient of an ability can no longer make use of that ability, slaying that creature is enough to renew the location immediately.

Each psionic location contains the following kinds of information.

Lore: Information that characters can learn about the location, including relevant Knowledge check DCs or bardic knowledge DCs.

Description (Typical): A physical description of a typical psionic location of the appropriate kind.

Prerequisite: Requirements (if any) that must be met before the location's special abilities can be conferred. An actual visit to the location is also necessary.

Location Activation and Effect: The rules for gaining the special ability granted by the location.

Special Ability Activation and Effect: The rules for using the special ability granted by the location.

Aura: The type of psionic aura around the location.

Ability Value: The value in gold pieces of the conferred ability. Although these abilities can never be bought or sold, this number allows the DM to track the ability's value as part of a character's overall wealth. By adding this value to an estimation of the value of the character's equipment, the DM can monitor the characters wealth compared to Table 5–1: Character Wealth by Level (DMG 135).

Crystal Node

The earth gives up its secrets guardedly, or not at all. Some believe that the veins of oil running through the miles of strata below are manifestations of the earth's blood. If so, the veins of pure mineral are the worlds nerves.

In rare instances, pure crystal veins intersect within a cavernous grotto. These nodes are lit with the slow trickle of psionic power swirling through the earth itself in unknowable telluric currents. Such grottos are called *crystal nodes.*

Lore: A *crystal node* is a psionic location imbued with excess psionic energy. (DC 15 Knowledge [psionics])

A *crystal node* can grant some of its exceptional power to a skilled psionic character who manages to brave the dark tunnels leading to its location. (DC 20 Knowledge [psionics])

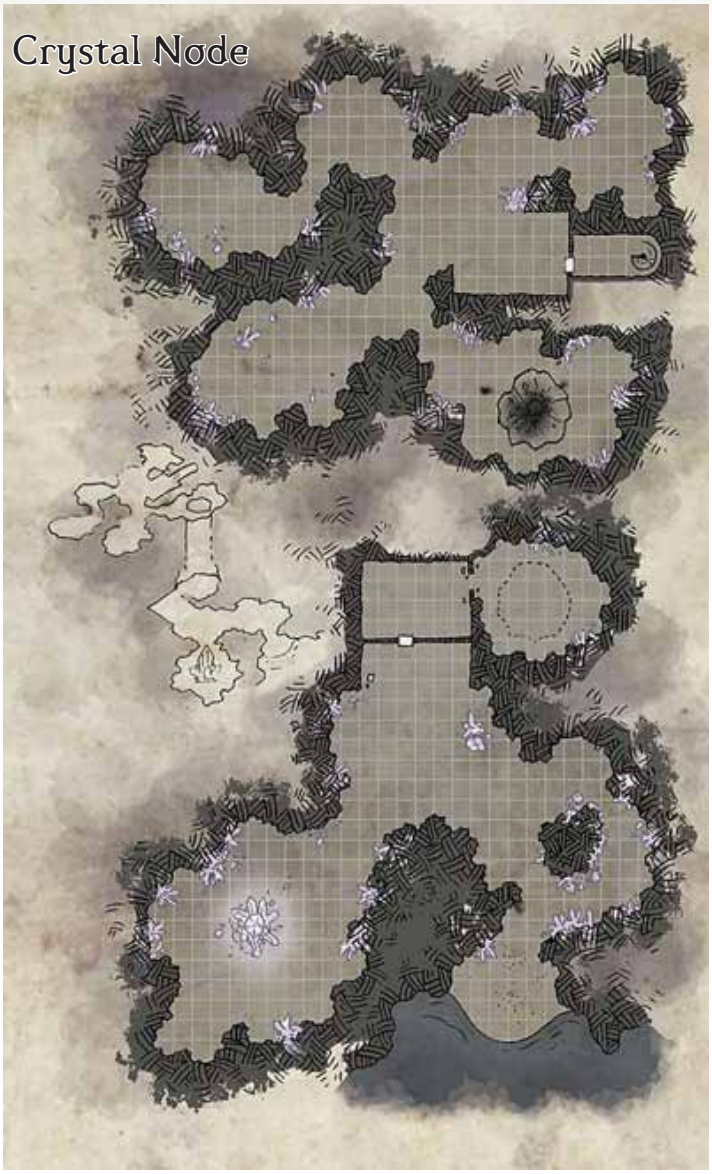
A psionic character who masters the power of a *crystal node* swells the bounds of his own mind. For a long time afterward, the character has daily access to more power points than is normally possible for a character of his level. (DC 25 Knowledge [psionics])

Description (Typical): A wide cavern is lit by dimly glowing mineral veins. Crystal stalagmites and stalactites punch up through the floor and hang down from the ceiling with angular perfection. A particularly large crystal pulses slowly at the center of the chamber. A faint sound resonates through the air, so deep in pitch that only a bit of the much larger sound is audible to most creatures.

Prerequisite: To access the power contained within a *crystal node*, a creature must have 1 or more power points.

Location Activation and Effect: A *crystal node* confers its power upon a creature that stands before the largest crystal in the center of the cavern and expends its psionic focus while touching the crystal. Each *crystal node* can affect up to five creatures, dimming more with, each conferral, before its psionic charge is depleted for one year. After a year's period of renewal, it is once again able to confer its ability.

Special Ability Activation and Effect (Ex): A character who meets the prerequisites and activates the effect gains the conferred ability: an enlarged power point reserve. The recipient is treated as if his power point reserve were 5 points higher than normal. The extra power points return with his regular power points each day alter rest—for all intents and purposes, the character simply has more power points per



day. The conferred enlarged power point reserve lasts for one year before it fades.

Aura: Strong psychometabolism.

Ability Value: 4,500 gp per affected creature.

Emergent Caldera

A geologic upwelling of red-hot magma, coupled with an accidental intersection of a large vein of pure crystal, sometimes spontaneously generates an *emergent caldera*. These psionic locations are thick with heat and geologically generated psionic energy. Given that regular volcano calderas are rare, *emergent calderas* are all the more difficult to discover.

Lore: An *emergent caldera* is a psionic location imbued with psionic pyromantic potential. (DC 15 Knowledge [psionics])

The psionic essence of fire contained in locations known as *emergent calderas* can augment fire-based psionic powers. (DC 20 Knowledge [psionics])

Manifesters of sufficient skill who journey to such a location can pull some of this essence into themselves, enhancing their own fire powers. (DC 25 Knowledge [psionics])

Description (Typical): A wide, smoking basin rests deep within the heart of a mountain, perhaps originally uncovered by an abandoned mine. Jagged shards of reddish crystal protrude here and there from the basin of the caldera, glowing all the redder for the internal heat they contain. A haze hangs in the air, obscuring the center of the caldera as it smolders with a violent orange light.

Prerequisite: To access the power contained within an *emergent caldera*, a character must be a manifester of 5th level or higher, with knowledge of one or more psychokinesis energy powers.

Location Activation and Effect: When a manifester who meets the prerequisites climbs into the caldera and plunges into the haze at the center of the volcano (braving mere fire, or perhaps facing creatures or other guardians of the area jealous of its conferred abilities), he can elect to expend 1 power point as a standard action that provokes attacks of opportunity. In response, the visible crystals all around discharge what appears to be fiery lightning, and each bolt unerringly strikes the character. The bolts deal no damage; instead, the manifester gains the special ability of the *emergent caldera*.

Each *emergent caldera* can affect only one manifester before its magic is suppressed for one year's time. After a year of renewal, the location is once again able to confer its ability.

Special Ability Activation and Effect (Su): When a manifester who has drawn the power of the *emergent caldera* into himself manifests a power with the fire descriptor, he is treated as if his manifester level were one higher than normal, furthermore, the power manifested gains an additional visual display—the manifester seems to catch fire and wear a flaming nimbus that quickly fades.

The conferred ability lasts for one year before it fades.

Aura: Strong psychokinesis.

Ability Value: 3,000 gp.

Psigate

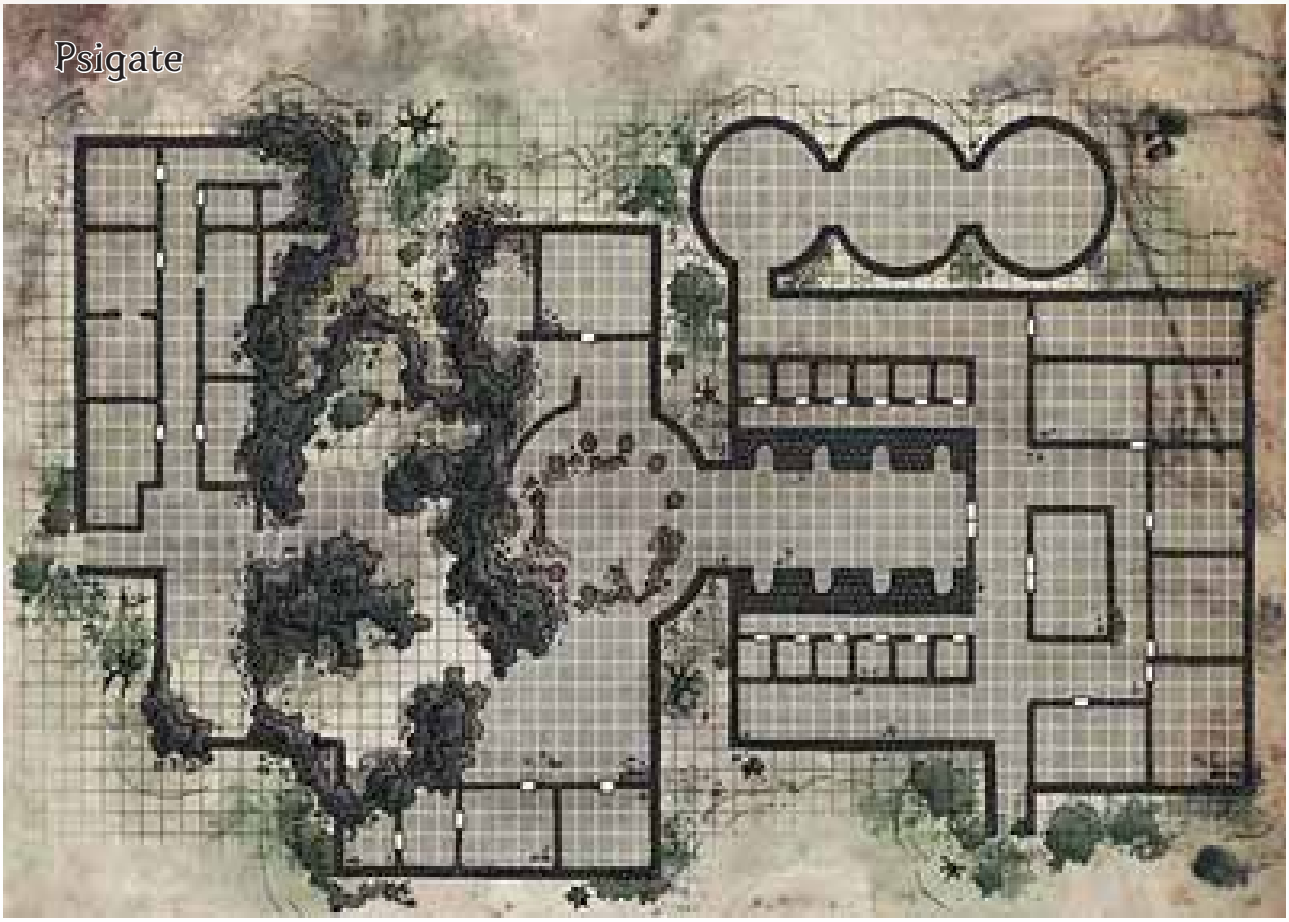
A *psigate* is a unique location imbued with the psionic impetus of travel. Created by ancient psionic architects, *psigates* grant psionic creatures that pass through them the ability to travel to a stared destination. A *psigate* is most often found in ruins or among an ancient circle of stones on a high mountaintop. Psigates often lie undisturbed for ages before being discovered, and during this time, strange creatures sometimes pass through the area.

Lore: A *psigate* is a psionic location imbued with the power of travel. (DC 15 Knowledge [psionics])

Intelligent creatures that enter the area containing a *psigate* gain an effective but fleeting ability to communicate with a creature in another location. This ability can be used once. (DC 18 Knowledge [psionics])

Psionic creatures that expend power points can energize a *psigate* and use it to step through to a new location. This ability can be used once. (DC 21 Knowledge [psionics])

Description (Typical): A welter of ancient corridors in a buried ruin gives way to a clear, round space bordered by a circle of weathered obelisks. Some stand, some lean, and some have fallen over completely. In the past, arches connected



every standing stone in a great circle, but time has toppled all but one arch. Three clear crystals are set in the span of the remaining arch.

Prerequisite: To be affected by the lesser ability of a *psigate,* a character must have an Intelligence score of 8 or higher and must step into the center of the arch. To be affected by the greater ability of a *psigate,* a character must be psionic.

Location Activation and Effect (Lesser): A character who wishes to gain a *psigate*'s lesser ability must step into the center of the arch and succeed on a DC 11 Psicraft check. Once the lesser ability has been conferred, a *psigate* takes a full week to regenerate its power to confer any ability.

Location Activation and Effect (Greater): A character who wishes to gain a psigate's greater ability must step into the center of the arch and expend 9 power points. Doing this causes the crystals in the vicinity to glow. Once the greater ability has been conferred, a *psigate* takes a week to regenerate its power to confer the ability again.

Special Ability Activation and Effect (Lesser) (Ps): A creature that meets the prerequisites and activates the lesser effect gains the ability to manifest *correspond* (EPH 88) once during the next day with a manifester level equal to his Hit Dice. The *correspond* power granted by the gate is a psi-like ability usable only once. The ability must be used within 24 hours, or it is lost harmlessly.

Special Ability Activation and Effect (Greater) (Ps): A creature that meets the prerequisites and activates the greater effect gains the ability to manifest *psionic plane shift* (EPH 124) with a manifester level equal to the creature's Hit Dice. The manifester and any other targeted creatures must walk through the arch to use the power. The *psionic plane shift* power granted by the arch is a psi-like ability usable only once. The ability must be used within 24 hours of walking through the arch, or it is lost harmlessly.

Aura: Moderate telepathy and psychoportation.

Ability Value: 2,500 gp.

This chapter introduces several new psionic creatures and precustomized astral constructs that will prove most useful to a psionic character who knows any of the various summoning powers given in this book or the *astral construct* power in conjunction with the Ectopic Form feat

Detailed explanations of special attacks and special qualities found in the creature entries are fully described in the *Monster Manual* glossary. This chapter uses that information to describe new psionic creatures, but also relies on the psionic subtype and the two new types of special attacks (psionic powers and psi-like abilities) introduced in *Expanded Psionics Handbook*.

Psionic creatures have either psi-like abilities or psionic powers (or sometimes both) as if they possessed a psionic class.

MONSTERS WITH PSIONIC POWERS

Some creatures that possess psionic powers are not unlike creatures with racial spellcasting ability. Creatures with the ability to use powers are subject to the same rules for manifesting powers that characters are, but they are not actually members of a class and do not gain any class abilities unless otherwise specified.

Creatures with psionic powers generally emulate the manifesting ability of a particular psionic class. For example, a mind flayer manifests powers as a 9th-level psion. When such a creature takes, levels in that same class, it can stack its innate psionic powers and its class power progression together. For example, if a mind flayer adds five levels of the psion class, becoming a 5th-level mind flayer psion, it has the psionic ability (power points, powers known, and manifester level) of a 14th-level psion.

Creatures with psionic powers that take levels in a class other than the one they emulate combine their two power point reserves into a single reserve, but they manifest powers from each psionic class separately. For example, a mind flayer with six levels of psychic warrior has the power points of a mind flayer plus those of a 6th-level psychic warrior, but it manifests its psion powers as a 9rh-level manifester and its psychic warrior powers as a 6th-level manifester.

CREATURES WITH PSI-LIKE ABILITIES

Each of a creature's psi-like abilities has a manifester level. Each ability that allows a saving throw also gives a save DC in parentheses following the power name. Unless otherwise noted, the save DC of a psi-like ability is Charisma-based.

Some creatures might have particular powers that are manifested at a higher or lower level than their normal manifester level. In such cases, the manifester level is given in the parenthetical information following the power name.

ASTRAL CONSTRUCT

Using the Ectopic Form feat (page 50), a psionic character can create a predefined astral construct with abilities beyond those created using *astral construct* alone. These preconstructed astral constructs provide characters with ready-made constructs that can be used at a moment's notice, presuming they've taken the Ectopic Form feat. Characters who take the ectopic adept prestige class gain Ectopic Form multiple times as bonus feats, in addition to other enhancements to their astral constructs.

BASIC ASTRAL CONSTRUCTS

The statistics blocks for standard constructs, minus their menu choices as shown on page 185 in *Expanded Psionics Handbook*, are given below for ease of reference.

The various Ectopic Form constructs are presented following the basic astral constructs. Their statistics blocks are truncated so that they provide only the characteristics that are different from, or in addition to, those of a basic astral construct of a given level.

1ST-LEVEL ASTRAL CONSTRUCT — CR 1/2

N Small construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 18, touch 13, flat-footed 16
hp 15 (1 HD)
Fort +0, **Ref** +2, **Will** +0

Speed 30 ft. (6 squares)
Melee slam+3 (1d4+3)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** –1

Abilities Str 15, Dex 15, Con —, Int—, Wis 11, Cha 10
SQ construct traits
Feats —
Skills Listen +0, Spot +0

2ND-LEVEL ASTRAL CONSTRUCT — CR 1

N Medium construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 18, touch 12, flat-footed 16
hp 31 (2 HD)
Fort +0, **Ref** +2, **Will** +0

Speed 40 ft. (8 squares)
Melee slam +4 (1d6+4)
Space 5 ft; **Reach** 5 ft.
Base Atk +3; **Grp** +4

Abilities Str 17, Dex 15, Con —, Int—, Wis 11, Cha 10
SQ construct traits
Feats —
Skills Listen +0, Spot +0

3RD-LEVEL ASTRAL CONSTRUCT — CR 2

N Medium construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 20, touch 12, flat-footed 18
hp 36 (3 HD)
Fort +1, **Ref** +3, **Wilt** +1

Speed 40 ft. (8 squares)
Melee slam +7 (1d6+7)
Space 5 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +7

Abilities Str 21, Dex 15, Con —, Int—, Wis 11, Cha 10
SQ construct traits
Feats —
Skills Listen +0, Spot +0

4TH-LEVEL ASTRAL CONSTRUCT — CR 3

N Medium construct
Init +2; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 22, touch 12, flat-footed 20
hp 47 (5 HD)
Fort +1, **Ref** +3, **Will** +1

Speed 40 ft. (8 squares)
Melee slam +10 (1d6+10)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +10

Abilities Str 25, Dex 15, Con —, Int—, Wis 11, Cha 10
SQ construct traits
Feats —
Skills Listen +0, Spot +0

5TH-LEVEL ASTRAL CONSTRUCT — CR 5

N Large construct
Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 23, touch 10, flat-footed 22
hp 68 (7 HD); **DR** 5/magic
Fort +2, **Ref** +3, **Will** +2

Speed 40 ft. (8 squares)
Melee 2 slams+13 (1d8+9)
Space 10 ft.; **Reach** 10 ft.
Base Atk+7; **Grp** +18

Abilities Str 29, Dex 13, Con —, Int—, Wis 11, Cha 10
SQ construct traits
Feats —
Skills Listen +0, Spot +0

THE PSIONIC SUBTYPE

The psionic subtype applies to creatures that can use psionic powers or abilities or that have the ability to manifest powers. It also applies to creatures from other books (such as the *Monster Manual)* that have spell-like abilities labeled as "psionics."

Characters who have levels in any class that grants the use of psionics, or who have psi-like abilities as racial traits, automatically possess the psionic subtype. The psionic subtype is a useful grouping for creatures and characters in the event they are the subjects of powers or spells of beneficial or harmful effect that preferentially affect psionic targets.

6th-Level Astral Construct — CR 7

N Large construct
Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 25, touch 10, flat-footed 24
hp 85 (10 HD); **DR** 10/magic
Fort +3, **Ref** +4,**Will** +3

Speed 40 ft. (8 squares)
Melee 2 slams+17 (1d8+11)
Space 10 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +22

Abilities Str 33, Dex 13, Con —, Int —, Wis 11, Cha 10
SQ construct traits
Feats —
Skills Listen +0, Spot +0

7th-Level Astral Construct — CR 8

N Large construct
Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 27, touch 10, flat-footed 26
hp 101 (13 HD); **DR** 10/magic
Fort +4, **Ref** +5, **Will** +4

Speed 40 ft. (8 squares)
Melee 2 slams +20 (1d8+12)
Space 10 ft.; **Reach** 10 ft.
Base Atk +11; **Grp** +25

Abilities Str 35, Dex 13, Con—, Int —, Wis 11, Cha 10
SQ construct traits
Feats —
Skills Listen +0, Spot +0

8th-Level Astral Construct — CR 9

N Large construct
Init +1; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 29, touch 10, flat-footed 28
hp 118 (16 HD); **DR** 15/magic
Fort +5, **Ref** +6, **Will** +5

Speed 40 ft. (8 squares)
Melee 2 slams+25 (1d8+14)
Space 10 ft.; **Reach** 10 ft.
Base Atk +14; **Grp** +30

Abilities Str 39, Dex 13. Con —, Int—, Wis 11, Cha 10
SQ construct traits
Feats —
Skills Listen+0, Spot+0

9th-Level Astral Construct — CR 10

N Huge construct
Init +0; **Senses** darkvision 60 ft., low-light vision; Listen +0, Spot +0

AC 33, touch 8, flat-footed 33
hp 144 (19 HD); **DR** 15/magic
Fort +6, **Ref** +6, **Will** +6

Speed 50 ft. (10 squares)
Melee 2 slams +28 (2d6+16)
Space 15 ft.; **Reach** 15 ft.
Base Atk +16; **Grp** +38

Abilities Str 43, Dex 11, Con —, Int—, Wis 11, Cha 10
SQ construct traits
Feats —
Skills Listen +0, Spot +0

AGILE LOPER

A ramlike head, perfect for butting foes into jelly, crowns the ectoplasmic, equine body of this creature. Its four legs are strong with long, clean lines, and its hooves flash with silver light.

This creature can only be constructed by someone who possesses the *astral construct* power and the Ectopic Form (Agile Loper) feat on page 51. An agile loper astral construct is a ground-based fighting construct with enhanced speed.

Agile lopers are incredibly fast

CONSTRUCT TRAITS

An astral construct has immunity to poison, *sleep,* paralysis, stunning, disease, death effects, necromancy effects, mind-affecting spells and abilities (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. It cannot heal damage, but it can be repaired.

Agile Loper, 1st Level — CR 1/2
AC 18, touch 13, flat-footed 16; Mobility
Init +6
Speed 50 ft. (10 squares)
Feats Mobility[B]

Agile Loper, 2nd Level — CR 1
AC 18, touch 12, flat-footed 16; Mobility
Init +6
Speed 60 ft. (12 squares)
Feats Mobility[B]

Agile Loper, 3rd Level — CR 2
AC 20, touch 12, flat-footed 18; Mobility
Init +6
Speed 60 ft. (12 squares)
Feats Mobility[B]

Agile Loper, 4th Level — CR 3
AC 22, touch 12, flat-footed 20; Mobility
Init +6
Speed 70 ft. (14 squares)
SQ celerity
Feats Mobility[B]

Agile Loper, 5th Level — CR 5
AC 23, touch 10, flat-footed 22; Mobility
Init +5
Speed 70 ft. (14 squares)
SQ celerity
Feats Mobility[B]

Agile Loper, 6th Level — CR 7
AC 25, touch 10, flat-footed 24; Mobility
Init+5
Speed 70 ft. (14 squares)
SQ celerity
Feats Mobility[B]

Agile Loper, 7th Level — CR 8
AC 27, touch 10, flat-footed 26; Mobility
Init +5
Speed 70 ft. (14 squares)
Special Actions trample 1d8+12 (DC 28)
SQ celerity
Feats Mobility[B]

Agile Loper, 8th Level — CR 9
AC 29, touch 10, flat-footed 28; Mobility
Init +5
Speed 70 ft. (14 squares)
Special Actions trample 1d8+14 (DC 32)
SQ celerity
Feats Mobility[B]

Agile Loper, 9th Level — CR 10
AC 33, touch 8, flat-footed 33; Mobility
Init +4
Speed 70 ft. (14 squares)
Special Actions trample 1d8+16 (DC 35)
SQ celerity
Feats Mobility[B]

Celerity (Ex): An agile loper with this ability has a base land speed 10 feet faster than normal.

Trample (Ex): An agile loper of at least 7th level has the trample ability. As a standard action during its turn each round, the construct can literally run over a smaller opponent. It merely has to move over the opponent to deal the given bludgeoning damage. The target can attempt a Reflex save to negate the damage, or if can instead choose to make an attack of opportunity at a –4 penalty (see Trample, *MM* 316).

Strategies and Tactics
In its simplest constructions (1st–3rd levels), an agile loper can move faster than most other astral constructs, and its Mobility feat allows it to move between opponents quickly, at a reduced risk to itself and greater risk to others. In its mid-level constructions (4th–6th levels), an agile loper's speed increases even more because of its celerity special quality. The higher-level constructions (7th–9th levels) of an agile loper possess the ability to trample foes, which means that a loper can use its speed to run over one or more targets each round merely by moving through their squares.

Alabaster Aerial
This creature appears as a muscular humanoid composed entirely of silvery-white ectoplasm, with wings instead of arms. Strong legs end in clawed, raptorlike feet.

This creature can only be constructed by someone who possesses the *astral construct* power and the Ectopic Form (Alabaster Aerial) feat on page 51. An alabaster aerial is a flight-based construct that can be used to defend a psionic character against attacks from the sky. It has an additional deflection bonus to its AC that makes it more difficult to hit.

Alabaster Aerial, 1st Level — CR 1/2
AC 19, touch 14, flat-footed 17
Speed 30 ft. (6 squares), fly 20 ft. (average)
SQ deflection

Alabaster Aerial, 2nd Level — CR 1
AC 19, touch 13, flat-footed 17
Speed 40 ft. (8 squares), fly 20 ft. (average)
SQ deflection

Alabaster Aerial, 3rd Level — CR 2
AC 21, touch 13, flat-footed 19
Speed 40 ft. (8 squares), fly 20 ft. (average)
SQ deflection

Alabaster Aerial, 4th Level — CR 3
AC 26, touch 16, flat-footed 24
Speed 40 ft. (8 squares), fly 30 ft. (average)
SQ heavy deflection

Alabaster Aerial, 5th Level — CR 5
AC 27, touch 14, flat-footed 26
Speed 40 ft. (8 squares), fly 30 ft. (average)
SQ heavy deflection

Alabaster Aerial, 6th Level — CR 7
AC 29, touch 14, flat-footed 28

Alabaster aerials possess the gift of flight

Speed 40 ft. (8 squares), fly 30 ft. (average)
SQ heavy deflection

Alabaster Aerial, 7th Level — CR 8

AC 31, touch 14, flat-footed 30
Speed 40 ft. (8 squares), fly 40 ft. (average)
Melee 2 slams +20 (1d8+12 plus poison)
Atk Options poison touch (DC 16)
SQ heavy deflection

Alabaster Aerial, 8th Level — CR 9

AC 33, touch 14, flat-footed 32
Speed 40 ft. (8 squares), fly 40 ft. (average)
Melee 2 slams +25 (1d8+14 plus poison)
Atk Options poison touch (DC 18)
SQ heavy deflection

Alabaster Aerial, 9th Level — CR 10

AC 37, touch 12, flat-footed 37
Speed 50 ft. (10 squares), fly 40 ft. (average)
Melee 2 slams +28 (2d6+16 plus poison)
Atk Options poison touch (DC 19)
SQ heavy deflection

Deflection (Ex): An alabaster aerial of 1st–3rd level has a +1 deflection bonus to AC.

Heavy Deflection (Ex): An alabaster aerial of at least 4th level instead has a +4 deflection bonus to AC.

Poison Touch (Ex): An alabaster aerial of at least 7th level can deliver a poison with a successful melee attack. A target struck by the constructs melee attack must make a Fortitude save or take 1 point of Constitution damage. One minute later, the target must save again or take 1d2 points of Constitution damage.

Strategies and Tactics

An alabaster aerial can fly at all levels, allowing it the freedom of movement necessary to attack other airborne creatures. Its natural agility also grants it the ability to deflect blows, beginning with a +1 deflection bonus at 1st level and increasing to +4 at 4th level. The higher-level constructions (7th–9th levels) of the alabaster aerial have the poison touch ability as well, enabling the construct to hamper an enemy by dealing Constitution damage.

Amber Tunneler

A large, buglike amber quadruped that vaguely resembles a sleek ectoplasmic badger, this creature has the powerful legs of a burrower.

This creature can only be constructed by someone who possesses the *astral construct* power and the Ectopic Form (Amber Tunneler) feat on page 51. An amber tunneler is a ground-based fighting construct that can be used to surprise an enemy through the judicious use of its burrowing ability, not to mention its tenacity and great strength.

Amber Tunneler, 1st Level — CR 1/2

hp 20 (1 HD)
Speed 30 ft. (6 squares), burrow 30 ft.
SQ buff

Amber Tunneler, 2nd Level — CR 1

hp 36 (2 HD)
Speed 40 ft. (8 squares), burrow 40 ft.
SQ buff

Amber Tunneler, 3rd Level — CR 2

hp 41 (3 HD)
Speed 40 ft. (8 squares), burrow 40 ft.
SQ buff

Amber Tunneler, 4th Level — CR 3

hp 62 (5 HD)
Speed 40 ft. (8 squares), burrow 40 ft.
SQ improved buff

Amber Tunneler, 5th Level — CR 5

hp 83 (7 HD)
Speed 40 ft. (8 squares), burrow 40 ft.
SQ improved buff

Amber Tunneler, 6th Level — CR 7

hp 100 (10 HD)
Speed 40 ft. (8 squares), burrow 40 ft.
SQ improved buff

Amber tunnelers make their own path beneath the earth

Amber Tunneler, 7th Level — CR 8

hp 116 (13 HD)
Speed 40 ft. (8 squares), burrow 40 ft.
Melee 2 slams+22 (1d8+14)
Base Atk +11; **Grp** +27
Abilities Str 39, Dex 13, Con —, Int —, Wis 11, Cha 10
SQ improved buff, muscle

Amber Tunneler, 8th Level — CR 9

hp 133 (16 HD)
Speed 40 ft. (8 squares), burrow 40 ft.
Melee 2 slams +27 (1d8+16)
Base Atk +14; **Grp** +32
Abilities Str 43, Dex 13,Con —, Int — Wis 11, Cha 10
SQ improved buff, muscle

Amber Tunneler, 9th Level — CR 10

AC 33, touch 8, flat-footed 33
hp 159 (19 HD)
Speed 50 ft. (10 squares), burrow 50 ft.
Melee 2 slams+30 (2d6+18)
Base Atk +16; **Grp** +40
Abilities Str 47, Dex 11, Con —, Int —, Wis 11, Cha 10
SQ improved buff, muscle

Buff (Ex): An amber tunneler of up to 3rd level has an extra 5 hit points.

Improved Buff (Ex): An amber tunneler of 4th level or higher instead has an extra 15 hit points.

Muscle (Ex): An amber tunneler of at least 7th level is stronger than other astral constructs, and has a +4 bonus to its Strength score.

Strategies and Tactics

At all levels, an amber tunneler can burrow, allowing it to gain a strategic advantage over opponents through position in combat. Additionally, it has a greater number of hit points than a typical astral construct, making an amber tunneler more durable. The higher-level constructions (7th–9th levels) have the muscle ability as well, giving them the ability to deliver devastating slam attacks in combat.

Anathemic Carapace

The carapace of this monstrous beetle shimmers with a threatening scarlet hue.

This creature can only be constructed by someone who possesses the *astral construct* power and the Ectopic Form (Anathemic Carapace) feat on page 51. An anathemic carapace is a ground-based fighting construct that detonates when defeated; or at the command of the psion who constructed it.

Anathemic Carapace, 1st Level — CR 1/2

Atk Options Improved Bull Rush
Special Actions anathemic detonation (2d6 fire damage, DC 10)
Feats Improved Bull Rush[B]

Anathemic Carapace, 2nd Level — CR 1

Atk Options Improved Bull Rush
Special Actions anathemic detonation (3d6 fire damage, DC 11)
Feats Improved Bull Rush[B]

Anathemic Carapace, 3rd Level — CR 2

Atk Options Improved Bull Rush
Special Actions anathemic detonation (4d6 fire damage, DC 11)
Feats Improved Bull Rush[B]

Anathemic Carapace, 4th Level — CR 3

Atk Options Improved Bull Rush, Power Attack
Special Actions anathemic detonation (6d6 fire damage, DC 12)
Feats Improved Bull Rush[B], Power Attack[B]

Anathemic Carapace, 5th Level — CR 5

Atk Options Improved Bull Rush, Power Attack
Special Actions anathemic detonation (8d6 fire damage, DC 13)
Feats Improved Bull Rush[B], Power Attack[B]

Anathemic Carapace, 6th Level — CR 7

Atk Options Improved Bull Rush, Power Attack
Special Actions anathemic detonation (11d6 fire damage, DC 15)
Feats Improved Bull Rush[B], Power Attack[B]

Anathemic Carapace, 7th Level — CR 8

AC 31, touch 14, flat-footed 30
Atk Options Improved Bull Rush, Power Attack, smite 1/day (+13 damage)
Special Actions anathemic detonation (14d6 fire damage, DC 16)
SQ heavy deflection
Feats Improved Bull Rush[B], Power Attack[B]

Anathemic Carapace, 8th Level — CR 9

AC 33, touch 14, flat-footed 32
Atk Options Improved Bull Rush, Power Attack, smite 1/day (+16 damage)

An anathemic carapace visits terrible vengeance on those who defeat it

Special Actions anathemic detonation (17d6 fire damage, DC 18)
SQ heavy deflection
Feats Improved Bull Rush[B], Power Attack[B]

Anathemic Carapace, 9th Level — CR 10

AC 37, touch 12, flat-footed 37
Atk Options Improved Bull Rush, Power Attack, smite 1/day (+19 damage)
Special Actions anathemic detonation (20d6 fire damage, DC 19)
SQ heavy deflection
Feats Improved Bull Rush[B], Power Attack[B]

Anathemic Detonation (Su): An anathemic carapace is brimming with latent energy that explodes in a destructive burst if the construct is destroyed, dealing a maximum of 1d6 points of damage plus an additional 1d6 per Hit Die to every adjacent creature, Reflex save (DC 10 +1/2 HD) for half. For example, a 4th-level anathemic carapace can detonate and deal 6d6 points of damage if it is destroyed in the first round of an encounter. For each round thereafter, the damage potential is reduced by id 6, so that if the example construct is destroyed in the third round, the detonation deals 4d6 points of damage.

The creator of an anathemic carapace can use a standard action to detonate the construct prematurely.

Smite (Su): Once per day, an anathemic carapace can make a single attack that deals extra damage equal to its Hit Dice.

Heavy Deflection (Ex): An astral aquan of at least 7th level has a +4 deflection bonus to AC.

Strategies and Tactics

At all levels, an anathemic carapace can detonate when destroyed or on, command, which it typically does in conjunction with its Improved Bull Rush feat. In its mid-level constructions (4th–6th levels), an anathemic carapace gains Power Attack, allowing the construct to deal even more damage against a target before it detonates. The higher-level constructions (7th–9th levels) possess a smite ability for even more power on its initial attack prior to detonation.

ASTRAL AQUAN

This creature appears as a giant eel with a pair of long tentacles protruding from its mouth. Composed entirely of silvery-blue ectoplasm, it propels itself through the water at great speed, and uses its tentacles to pummel its enemies.

This creature can only be constructed by someone who possesses the *astral construct* power and the Ectopic Form (Astral Aquan) feat on page 52. An astral aquan is a water-based fighting construct that can be used to defend a psionic character against attacks under water. It has a superior swim speed, even at lower levels.

Astral Aquan, 1st Level — CR 1/2

Speed 30 ft. (6 squares), swim 60 ft.
Melee slam +3 (1d6+3)
SQ improved slam attack, improved swim
Feats Improved Natural Attack[B]
Skills Swim +10

An astral aquan is a swift swimmer

Astral Aquan, 2nd Level — CR 1

Speed 40 ft. (8 squares), swim 60 ft.
Melee slam +4 (1d8+4)
SQ improved slam attack, improved swim
Feats Improved Natural Attack[B]
Skills Swim + 11

Astral Aquan, 3rd Level — CR 2

Speed 40 ft. (8 squares), swim 60 ft.
Melee slam +7 (1d8+7)
SQ improved slam attack, improved swim
Feats Improved Natural Attack[B]
Skills Swim +13

Astral Aquan, 4th Level — CR 3

Resist cold 5
Speed 40 ft. (8 squares), swim 60 ft.
Melee slam +10 (1d8+10)
SQ improved slam attack, improved swim
Feats Improved Natural Attack[B]
Skills Swim +15

Astral Aquan, 5th Level — CR 5

Resist cold 5
Speed 40 ft. (8 squares), swim 60 ft.
Melee 2 slams +13 (2d6+9)
SQ improved slam attack, improved swim
Feats Improved Natural Attack[B]
Skills Swim +17

Astral Aquan, 6th Level — CR 7

Resist cold 5
Speed 40 ft. (8 squares), swim 60 ft.
Melee 2 slams +17 (2d6+11)
SQ improved swim, improved slam attack
Feats Improved Natural Attack[B]
Skills Swim +19

Astral Aquan, 7th Level — CR 8

Resist cold 5
Speed 40 ft. (8 squares), swim 60 ft.
Melee 2 slams +20 (2d6+12)
Atk Options improved grab
SQ improved swim, improved slam attack
Feats Improved Natural Attack[B]
Skills Swim +20

Astral Aquan, 8th Level — CR 9

Resist cold 5
Speed 40 ft. (8 squares), swim 60 ft.
Melee 2 slams +25 (2d6+14)
Atk Options improved grab
SQ improved swim, improved slam attack
Feats Improved Natural Attack[B]
Skills Swim +22

Astral Aquan, 9th Level — CR 10

Resist cold 5
Speed 50 ft. (10 squares), swim 60 ft.
Melee 2 slams +28 (3d6+16)
Atk Options improved grab
SQ improved swim, improved slam attack
Feats Improved Natural Attack[B]
Skills Swim +24

Improved Grab (Ex): An astral aquan of at least 7th level has the improved grab ability. To use this ability, the construct must hit an opponent smaller than itself with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Skills: An astral aquan has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Strategies and Tactics

At all levels, an astral aquan can swim, allowing it the freedom of movement necessary to attack other aquatic creatures. At the mid-level constructions (4th–6th), an astral aquan gains resistance to cold. The higher-level constructions (7th–9th levels) have improved grab as well, allowing the construct to grapple its opponent without provoking an attack of opportunity.

EBONY STINGER

Venomous liquid shimmers from the barbed tail of this glistening black spider.

This creature can only be constructed by someone who possesses the *astral construct* power and the Ectopic Form (Ebony Stinger) feat on page 52. An ebony stinger is a ground-based fighting construct with a poison sting, whose speed and mobility allow it to move quickly between enemies.

Ebony Stinger, 1st Level — CR 1/2

AC 18, touch 13, flat-footed 16
Speed 40 ft. (8 squares)
Melee slam +3 (1d4+3 plus poison, DC 10)
SQ celerity

An ebony stinger can inject a potent

Ebony Stinger, 2nd Level — CR 1

AC 18, touch 12, flat-footed 16
Speed 50 ft. (10 squares)
Melee slam +4 (1d6+4 plus poison, DC 11)
SQ celerity

Ebony Stinger, 3rd Level — CR 2

AC 20, touch 12, flat-footed 18
Speed 50 ft. (10 squares)
Melee slam +7 (1d6+7 plus poison, DC 11)
SQ celerity

Ebony Stinger, 4th Level — CR 3

AC 22, touch 12, flat-footed 20; Mobility
Speed 50 ft. (10 squares)
Melee slam +10 (1d6+10 plus poison, DC 12)
SQ celerity
Feats Mobility[B]

Ebony Stinger, 5th Level — CR 5

AC 23, touch 10, flat-footed 22; Mobility
Speed 50 ft. (10 squares)
Melee 2 slams +13 (1d8+9 plus poison, DC 13)
SQ celerity
Feats Mobility[B]

Ebony Stinger, 6th Level — CR 7

AC 25, touch 10, flat-footed 24; Mobility
Speed 50 ft. (10 squares)
Melee 2 slams +17 (1d8+11 plus poison, DC 15)
SQ celerity
Feats Mobility[B]

Ebony Stinger, 7th Level — CR 8

AC 31, touch 14, flat-footed 30; Mobility
Speed 50 ft. (10 squares)
Melee 2 slams +20 (1d8+12 plus poison, DC 16)
SQ celerity, heavy deflection
Feats Mobility[B]

Ebony Stinger, 8th Level — CR 9

AC 33, touch 14, flat-footed 32; Mobility
Speed 50 ft. (10 squares)
Melee 2 slams +25 (1d8+14 plus poison, DC 18)
SQ celerity, heavy deflection
Feats Mobility[B]

Ebony Stinger, 9th Level — CR 10

AC 37, touch 12, flat-footed 37; Mobility
Speed 60 ft. (12 squares)
Melee 2 slams +28 (2d6+16 plus poison, DC 19)
SQ celerity, heavy deflection
Feats Mobility[B]

Celerity (Ex): An ebony stinger has a base land speed 10 feet faster than normal.

Poison (Ex): An ebony stinger's slam attack deals 1 point of Constitution damage unless the victim makes a Fortitude save (DC 10 +1/2 HD). There is no secondary damage from this poison.

Heavy Deflection (Ex): An ebony stinger of at least 7th level has a +4 deflection bonus to AC.

Strategies and Tactics

In its simplest constructions (1st–3rd levels), an ebony stinger can deliver poison with its attack. In its mid-level constructions (4th–6th levels), an ebony stinger has the Mobility feat, allowing the construct to move between opponents quickly, at a reduced risk to itself and greater risk to others. The higher-level constructions (7th–9th levels) possess heavy deflection, providing further protection from retaliatory attacks.

EMERALD GYRE

This creature appears as a powerful humanoid composed entirely of emerald ectoplasm. Two powerful muscular arms extend from its broad shoulders, with a third arm extending from the middle of its back.

An emerald gyre's whirling attack brings all it's arms to bear

This creature can only be constructed by someone who possesses the *astral construct* power and the Ectopic Form (Emerald Gyre) feat on page 52. An emerald gyre is a good example of a ground-based fighting construct that packs a punch.

Emerald Gyre, 1st Level — CR 1/2

Atk Options improved grab, trip

Emerald Gyre, 2nd Level — CR 1

Atk Options improved grab, trip

Emerald Gyre, 3rd Level — CR 2

Atk Options improved grab, trip

Emerald Gyre, 4th Level — CR 3

Speed 50 ft. (10 squares)
Atk Options improved grab, trip
SQ celerity

Emerald Gyre, 5th Level — CR 5

Speed 50 ft. (10 squares)
Atk Options improved grab, trip
SQ celerity

Emerald Gyre, 6th Level — CR 7

Speed 50 ft. (10 squares)
Atk Options improved grab, trip
SQ celerity

Emerald Gyre, 7th Level — CR 8

Speed 50 ft. (10 squares)
Atk Options improved grab, pounce, trip
SQ celerity

Emerald Gyre, 8th Level — CR 9

Speed 50 ft. (10 squares)
Atk Options improved grab, pounce, trip
SQ celerity

Emerald Gyre, 9th Level — CR 10

Speed 60 ft. (12 squares)
Atk Options improved grab, pounce, trip
SQ celerity

Improved Grab (Ex): An emerald gyre has the improved grab ability. To use this ability, the construct must hit an opponent smaller than itself with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Trip (Ex): If an emerald gyre hits with a slam or claw attack, it can attempt to trip the opponent as a free action without making a touch attack or provoking attacks of opportunity. If the attempt fails, the opponent cannot react to trip the emerald gyre.

Pounce (Ex): An emerald gyre of at least 7th level can make a full attack if it charges a foe.

Strategies and Tactics

In its simplest construction (1st–3rd levels), an emerald gyre rapidly rotates as it attacks in melee, bringing its third arm into the fray to give it an improved grab ability. It also uses trip to force an enemy prone, after which it

continues to pummel the foe as well as taking attacks of opportunity should the foe stand. The mid-level constructions (4th–6th levels) of an emerald gyre use celerity to quickly approach an enemy and then trip to keep it at a disadvantage. The higher-level constructions (7th–8th levels) have the pounce ability as well, allowing the construct to take full advantage of its superior speed and still make a full attack.

IRIDESCENT SERPENT

This large blue serpent has a clubbed tail that can deliver a blow charged with icy cold. This creature looks capable of handily beating enemies into submission.

This creature can only be constructed by someone who possesses the *astral construct* power and the Ectopic Form (Iridescent Serpent) feat on page 52. An iridescent serpent is a ground-based fighting construct that begins as a lethal melee combatant and is innately resistant to energy damage.

IRIDESCENT SERPENT, 1ST LEVEL — CR 1/2

Resist cold, fire, electricity, or sonic 10
Melee slam +3 (1d4+3 plus 1d6 cold)
Atk Options Cleave
Feats Cleave[B]

IRIDESCENT SERPENT, 2ND LEVEL — CR 1

Resist cold, fire, electricity, or sonic 10
Melee slam +4 (1d6+4 plus 1d6 cold)
Atk Options Cleave
Feats Cleave[B]

IRIDESCENT SERPENT, 3RD LEVEL — CR 2

Resist cold, fire, electricity, or sonic 10
Melee slam +7 (1d6+7 plus 1d6 cold)
Atk Options Cleave
Feats Cleave[B]

IRIDESCENT SERPENT, 4TH LEVEL — CR 3

Resist cold, fire, electricity, or sonic 10
Melee slam +10 (1d6+10 plus 1d6 cold)
Atk Options improved grab

An iridescent serpent construct is a creature of icy cold

IRIDESCENT SERPENT, 5TH LEVEL — CR 5

Resist cold, fire, electricity, or sonic 10
Melee 2 slams +13 (1d8+9 plus 1d6 cold)
Atk Options improved grab

IRIDESCENT SERPENT, 6TH LEVEL — CR 7

Resist cold, fire, electricity, or sonic 10
Melee 2 slams +17 (1d8+11 plus 1d6 cold)
Atk Options improved grab

IRIDESCENT SERPENT, 7TH LEVEL — CR 8

Resist cold, fire, electricity, or sonic 10
Melee 2 slams +22 (1d8+14 plus 1d6 cold)
Base Atk +11; **Grp** +27
Atk Options improved grab
Abilities Str 39, Dex 13, Con —, Int —, Wis 11, Cha 10
SQ muscle

IRIDESCENT SERPENT, 8TH LEVEL — CR 9

Resist cold, fire, electricity, or sonic 10
Melee 2 slams +27 (1d8+16 plus 1d6 cold)
Base Atk +11; **Grp** +32
Atk Options improved grab
Abilities Str 43, Dex 13, Con —, Int —, Wis 11, Cha 10
SQ muscle

IRIDESCENT SERPENT, 9TH LEVEL — CR 10

Resist cold, fire, electricity, or sonic 10
Melee 2 slams +30 (2d6+18 plus 1d6 cold)
Base Atk +16; **Grp** +40
Atk Options improved grab
Abilities Str 47, Dex 11. Con —, Int —, Wis 11, Cha 10
SQ muscle

Energy Resistance (Ex): An iridescent serpent has resistance 10 to a type of energy (cold, fire, electricity, or sonic) specified by its creator when it is created.

Improved Grab (Ex): An iridescent serpent of at least 4th level has the improved grab ability. To use this ability, the construct must hit an opponent smaller than itself with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Muscle (Ex): An iridescent serpent of at least 7th level is stronger than other astral constructs, and has a +4 bonus to its Strength score.

Strategies and Tactics

At all levels, an iridescent serpent can deliver devastating slam attacks that include additional cold damage. In its simplest construction (1st–3rd levels), it gains the Cleave feat to capitalize on these attacks. At mid-level constructions (4th–6th), this construct can attempt to grapple an opponent with a successful slam attack and continue to deal energy damage as a part of the grapple. The higher-level constructions (7th–9th levels) have a higher than average strength, making them more lethal grapplers.

ECTOPLASMIC SWARM

A sparkling swarm of gem-encrusted spiders surges and pulses, leaving a visible trail of ectoplasmic goo in its wake.

Ectoplasmic Swarm — CR 5

N Diminutive magical beast (psionic, swarm)
Init +8; **Senses** darkvision 60 ft.; Listen +0, Spot +4
Languages none

AC 18, touch 18, flat-footed 14
hp 40 (9 HD)
Immune weapon damage
Fort +5, **Ref** +10, **Will** +3

Speed 20 ft. (4 squares), climb 20 ft.
Melee swarm (2d6 plus ectoplasmic cocoon)
Space 10 ft; **Reach** 0 ft.
Base Atk +9; **Grp** —
Atk Options distraction (DC 14; *MM* 316)

Abilities Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 14
SQ swarm traits (*MM* 315)
Feats Improved Initiative
Skills Climb +12, Listen +0, Spot +4

Ectoplasmic Cocoon (Su) Upon dealing its damage, an ectoplasmic swarm attempts to form an ectoplasmic cocoon (as the power), causing the victim to make a DC 16 Reflex saving throw to avoid being wrapped up in ectoplasm. A given swarm can attempt to encapsulate one creature in an ectoplasmic cocoon once per day. The save DC is Charisma-based.

Skills An ectoplasmic swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. An ectoplasmic swarm can always choose to take 10 on a Climb check, even if rushed or threatened.

Ectoplasmic swarms can be called upon for aid by knowledgeable psions

An ectoplasmic swarm is composed of a rare breed of spiders native to the deepest regions of the Astral Plane. The spiders' only goals are to feed and reproduce. The detritus of these processes produces massive quantities of raw ectoplasm.

Strategies and Tactics

An ectoplasmic swarm seeks to surround and attack any living prey it encounters, cocooning its prey and then eating it alive. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move as part of its swarm attack.

Ecology

In the deepest regions of the Astral Plane, great spinning ectoplasmic webs stretch across boundless expanses, tethered on nothing but centripetal force. The webs snare unwary prey in gooey ectoplasmic tendrils. They are the natural habitat of the spiders that make up an ectoplasmic swarm.

In the Astral, these spiders work busily to ensure their survival, hoping to snare the occasional astral creature or traveler. The Astral Plane can be an empty place, however—sometimes months can go by without a catch. During such periods of famine, the spiders enter a state of hibernation where they can exist without need for food or movement. A tug at their spinning web strands wakes them from their hibernating state in 1d4 rounds, however, ravenously hungry and ready to feed (and reproduce).

A typical swarm is made up of thousands of Diminutive creatures, though in certain rare cases, individual spiders have

ECTOPLASMIC SWARM LORE

Characters with ranks in Knowledge (psionics) or Knowledge (the planes) can learn more about ectoplasmic swarms. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

DC	Result
15	Ectoplasmic swarms possess typical traits of swarms, though they do not come from the Material Plane originally.
20	Ectoplasmic swarms possess a small amount of psionic energy that they use to create cocoons of ectoplasm.
25	Ectoplasmic swarms can be found in large quantities in the deepest parts of the Astral Plane.

grown to sizes rivaled only by the largest dragons. These are typically found unmoving at the web's center, tending and extending it.

Typical Physical Characteristics: A typical ectoplasmic spider that exists within the swarm is approximately 6 inches in diameter and weighs less than 1/2 pound.

Typical Treasure

Summoned ectoplasmic swarms possess no treasure, though it is rumored that the vast ectoplasmic webs in the Astral Plane hold riches from past victims who have been caught.

ELEMENTAL STEWARDS

Elemental stewards devote themselves to lives of servitude, competing with one another to be called to service in the hope that one day a psionic character might call them to serve permanently as an elemental envoy (see the Elemental Envoy feat, page 52).

The four varieties of elemental steward are arctine (cold), emberling (fire), geodite (sonic), and rempestan (electricity). Creatures of each variety acknowledge the others only nominally, believing themselves to be the exemplars of living energy. It is unclear how the link was forged between psionic creatures and elemental stewards, though the energy types used by psychokinetic powers might have something to do with the connection. In fact, sagacious psionic characters believe that elemental stewards are merely the product of psionic intent.

Elemental stewards are sometimes called (by the *elemental steward* power, page 85) to serve a psion on the Material Plane. At other times they serve as elemental envoys for an extended period of time (see the Elemental Envoy feat, page 52).

ARCTINE

Cold vapor steams from the ice-white, translucent body of this little humanoid-shaped elemental. Its enormous eyes appear as large pools of snow-fed water, across which ripples constantly play.

ARCTINE **CR 2**

N Small elemental (cold, extraplanar, psionic, water)
Init +0; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Aquan

AC 17, touch 11, flat-footed 17
hp 16 (3 HD)
Immune cold
Fort +4, **Ref** +1, **Will** +1
Weakness vulnerability to fire

Speed 30 ft. (4 squares), swim 20 ft.
Melee slam +5 (1d4+3)
Space 5 ft; **Reach** 5 ft.
Base Atk +2; **Grp** +0
Atk Options Power Attack, quench
Psi-Like Abilities (ML 2nd):
2/day—*energy ray* (cold, +2 ranged touch, 2d6+2 damage), *psionic grease* (DC 12), *skate*

Abilities Str 14, Dex 10. Con 13, Int 12, Wis 11, Cha 12
SQ elemental traits (*MM* 308)
Feats Combat Manifestation, Improved Natural Attack[B], Power Attack
Skills Concentration +7, Heal +6, Listen +0, Psicraft +7, Spot +0, Swim +10

Quench (Ex) An arctine's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin up to size Large. The creature can dispel magical fire it touches as *dispel magic* (caster level equals the arctine's HD).
Skills An arctine has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Arctines inhabit the Elemental Plane of Water, where they inhabit naturally occurring icebergs that float through the endless plane of water. They particularly enjoy traveling, though such travel is largely confined to the natural drift of the iceberg they inhabit as it is pushed along by currents.

Strategies and Tactics

Arctines seek to first slow their opponents by using *psionic grease* before letting off a cold salvo in the form of their energy ray. If all else fails, they close for melee, at which time they can call upon Power Attack for extra damage against an easy-to-hit opponent.

Ecology

Arctines dwell together in small communities carved into the sides of gargantuan icebergs. They get along with most other water elemental creatures. Arctines are caregivers, moving about their elemental plane with ease, assisting friendly creatures they find in need.

Typical Physical Characteristics: An arctine is about 3–1/2 feet tall and weighs from 35 to 45 pounds.

EMBERLING

Flame wreathes the coal-black skin of this little humanoid-shaped elemental. Its eyes burn with a whiter flame, cycling between ferocity and serenity.

EMBERLING **CR 2**

N Small elemental (extraplanar, fire, psionic)
Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Ignan

AC 16, touch 13, flat-footed 14
hp 13 (3 HD)
Immune fire
Fort +1, **Ref** +4, **Will** +3
Weakness vulnerability to cold

Speed 30 ft. (6 squares)
Melee slam +5 (1d4 plus 1d4 fire)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** –2
Atk Options burn
Psi-Like Abilities (ML 2nd):
2/day—*energy ray* (fire, +4 ranged touch, 2d6+2 damage), *matter agitation, psionic daze* (DC 12)

Abilities Str 10, Dex 15, Con 10, Int 12, Wis 11, Cha 12
SQ elemental traits (*MM* 308)
Feats Combat Manifestation, Improved Initiative[B], Improved Natural Attack[B], Iron Will, Weapon Finesse[B]
Skills Concentration +6, Intimidation +7, Listen +0, Psicraft +7, Spot +0

Burn (Ex) An emberling's slam attack deals bludgeoning damage plus fire damage from the emberling's flaming

body. Those hit by an emberling's slam attack must also succeed on a DC 11 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based. Creatures hitting an emberling with natural weapons or unarmed attacks take fire damage as though hit by the emberling's attack, and also catch on fire unless they succeed on a Reflex save as above.

Emberlings inhabit the Elemental Plane of Fire, where they enjoy steady contemplation of the infinite variation in the shape, color, opacity, and temperature of flames. Quick to anger but just as quick to forgive, these mercurial elementals delight in physical contests and combat as well as philosophical debate.

Strategies and Tactics

An emberling moves quickly through combat, lighting opponents on fire with its slam attack as a consequence of its fiery nature. Against tougher opponents, an emberling first uses its *energy ray* (fire) before closing for melee. If an opponent seems particularly resistant to its fire-based attacks, an emberling falls back on its *psionic daze* psi-like ability and seeks further assistance from allies. The victim of an emberlings *psionic daze* spends the time contemplating flames that seem to dance before its eyes.

Emberling and geodite

Ecology

Emberlings dwell together in small communities. They get along well with most other elementals with the fire subtype. Emberlings thrive and take sustenance from heat, receiving a day's nourishment by standing for 10 minutes within a fire at least as hot as a torch.

Typical Physical Characteristics: An emberling is about 3–1/2 feet tall and weighs from 30 to 35 pounds.

GEODITE

Crystal veins run through the granite body of this little humanoid-shaped elemental. Its crystalline eyes pulse in time to a rumbling, barely audible beat.

GEODITE **CR 2**

N Small elemental (earth, extraplanar, psionic)
Init –1; **Senses** darkvision 60 ft.; Listen +0, Spot +0
Languages Common, Terran

AC 17, touch 10, flat-footed 17
hp 16 (3 HD); **DR** 5/–
Fort +4, **Ref** +0, **Will** +1

Speed 30 ft. (4 squares), burrow 10 ft.
Melee slam +6 (1d4+4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** +1
Atk Options Power Attack
Psi-Like Abilities (ML 2nd):
2/day—*energy ray* (sonic, +2 ranged touch, 2d6–2 damage), *create sound, stomp* (DC 12)

Abilities Str 16, Dex 8, Con 13, Int 12, Wis 11, Cha 12
SQ elemental traits (*MM* 308)
Feats Combat Manifestation, Improved Natural Attack[B], Power Attack
Skills Concentration +7, Craft (stonemasonry) +7. Listen +0, Psicraft +7, Spot +0

Geodites inhabit the Elemental Plane of Earth, where they enjoy slowly burrowing through all the mineral varieties of stone with shaped sonic bursts. Geodites have an inborn talent for spatial mapping, and it is said they can never become lost while they stand on stone.

Strategies and Tactics

A geodite relies on its *energy ray* (sonic) power first, then uses *stomp* to slow its opponents down before closing for melee, if possible. It uses its ability to burrow to escape the notice of foes, only to pop up a round or two later in an unexpected spot to ambush a foe or set up flanking for its allies.

Ecology

Geodites dwell together in small communities. They get along well with most other earth elemental creatures. They enjoy creating complex dwellings of spiraling tunnels with long galleries, great hollows, and small, doorless nodes in the earth.

Typical Physical Characteristics: A geodite is about 3–1/2 feet tall and weighs from 40 to 50 pounds.

TEMPESTAN

Storm-dark clouds whirl in wind-whipped streamers around the angular gray body of this little humanoid-shaped elemental. Its enormous eyes spark with electrical potential.

TEMPESTAN CR 2

N Small elemental (air, extraplanar, psionic)
Init +7; **Senses** darkvision 60 ft; Listen +0, Spot +0
Languages Common, Auran

AC 17, touch 14, flat-footed 14
hp 13 (3 HD)
Fort +1, **Ref** +6, **Will** +1

Speed fly 30 ft. (perfect) (12 squares); Flyby Attack
Melee slam +6 (1d4)
Space 5 ft.; **Reach** 5 ft.
Base Atk +2; **Grp** –2
Psi-Like Abilities (ML 2nd):
2/day—*energy ray* (electricity, +5 ranged touch, 2d6 damage), *control air* (+/–30 mph wind speed), *demoralize* (DC 12)

Abilities Str 10, Dex 17. Con 10, Int 12, Wis 11, Cha 12
SQ elemental traits (*MM* 308)
Feats Combat Manifestation, Flyby Attack, Improved Initiative[B], Improved Natural Attack[B], Weapon Finesse[B]
Skills Concentration +7, Gather Information +7, Listen +0, Psicraft +7,Spot +0

Tempestans inhabit the Elemental Plane of Air, where they flit from place to place, gathering and redistributing the energy of the storm. Of all the elemental stewards, tempestans are the most "elemental" in demeanor, being wholly concerned with the exultation of air and storm and less so with community, interaction, or mannerly conduct.

Strategies and Tactics

Tempestans can be fearsome opponents when provoked. If they are able to begin combat unseen and from above, they begin with a *demoralize* power followed by *energy ray* (electricity). If necessary, a tempestan utilizes its Flyby Attack fear to close to melee.

Ecology

Tempestans live mostly apart from their fellows. They pass their time in lone contemplation of the great storms that pass through the plane. They have very little to do with other air elementals.

Arctine and tempestan

Typical Physical Characteristics: A tempestan is about 3–1/2 feet tall and weighs from 15 to 20 pounds.

Typical Treasure

Called elemental stewards have no treasure. Those encountered naturally on the elemental plane they inhabit usually wear jewelry with an average value of 500 gp.

ELEMENTAL STEWARD LORE

Characters with ranks in Knowledge (the planes) can learn more about elemental stewards. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

DC	Result
15	Elemental stewards are elemental creatures sometimes called to service by psionic characters.
20	Some elemental stewards are not purely composed of the element of the plane they inhabit—for instance, the tempestan inhabits the Elemental Plane of Air, but is a creature of electricity.
25	Elemental stewards can become indispensable companions of some psionic characters, serving as their envoys, if the psions possess the knowledge to accomplish this task.

LARVAL FLAYER

This creature looks like a tadpole, although it is a full two feet in length. It is eyeless; its tail is a squiggling mass of four tentacles that partially obscure a lampreylike mouth.

Larval Flayer CR 1

LE Tiny aberration (psionic)
Init +8; **Senses** blindsight 30 ft.; Listen +1, Spot +1
Languages telepathy 30 ft.

AC 18, touch 16, flat-footed 14
hp 11 (2 HD)
Fort +2, **Ref** +5, **Will** +4

Speed 15 ft. (3 squares), climb 5 ft.
Melee tentacle touch +6 (1d3 and attach)
Space 2–1/2 ft.; **Reach** 0 ft.
Base Atk +1; **Grp** +5 (+7 when attached)
Atk Options attach, brain sap
Psi-Like Abilities (ML 3rd):
3/day—*burst, psionic levitate, dimension hop* (20 ft.)

Abilities Str 10, Dex 18, Con 13, Int 4, Wis 13, Cha 12
Feats Improved Initiative[B], Stealthy[B], Weapon Finesse
Skills Climb +11, Hide +14, Listen +1, Move Silently +8, Spot +1

Attach (Ex) If a larval flayer hits a Small or larger creature with a touch attack, it uses its four proto-tentacles to latch onto the opponent's body (usually the head). An attached larval flayer is effectively grappling its prey. Larval flayers have a +12 racial bonus on grapple checks. An attached larval flayer can be struck with a weapon or grappled itself. To remove an attached larval flayer through grappling, the opponent must achieve a pin against the larval flayer.

Brain Sap (Ex) A larval flayer eats gray matter, dealing 1d4 points of Intelligence damage each round it remains attached. Once it has dealt 4 points of Intelligence damage, it detaches and slithers off to digest the meal. A larval flayer can reduce its victim to 0 Intelligence in this fashion, killing the victim. If its victim reaches 0 Intelligence before the larval flayer's appetite has been sated, the larval flayer detaches and seeks a new target.

A larval flayer's blossoming psionic ability, combined with its inborn need to feed on gray matter, makes it a threat no creature wants to come across unaware. In the fullness of time, larval flayers grow into neothelids (EPH 204), but most are slain by their sundered kin: illithids. Mind flayers view the unrestrained growth of their larvae as their darkest taboo.

Larval flayers communicate through rudimentary telepathy.

Strategies and Tactics

Larval flayers lurk in shallow underground pools or near a well-traveled tunnel. They first hide from their prey, hoping to surprise their victims, then use either *psionic levitate* or *dimension hop* to close in on their prey, or rush a creature with a burst-assisted charge attack. As Tiny creatures, larval flayers are able to use *dimension hop* to enter a Medium or larger creature's square; doing so does not provoke attacks of opportunity.

A larval flayer attacks by jumping on a victim, finding a vulnerable spot, and plunging its stubby tentacles into the flesh. This is a touch attack and can target only Small or larger creatures.

Sample Encounter

Larval flayers are most often encountered in groups of two to five as a result of the *larval flayers* power (page 91).

Ecology

Mind flayers are said to reproduce through a process called ceremorphosis. This gruesome method involves the implantation of larval-stage mind flayers (also called illithid tadpoles) in host creatures. If tadpoles grow too large for implantation they are destroyed, but sometimes they escape the briny pool of their birth. Even after growing just a little bit, larval flayers are dangerous.

Larval flayers squiggle and skulk through dark tunnels underground, searching for their next chance to suck down a tasty meal of brain.

Typical Physical Characteristics: A larval flayer is about 2 to 2–1/2 feet long from tip to tentacle and weighs between

Larval flayers come from illitid breeding gone wrong

LARVAL FLAYER LORE

Characters with ranks in Knowledge (psionics) or Knowledge (dungeoneering) can learn more about larval flayers. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

DC	Result
13	Larval flayers are hunted by real mind flayers, even though they are somehow related.
18	Larval flayers are mind flayer larvae that have escaped the standard mind flayer life cycle. If not slain, they are destined to one day grow into neothelids.

30 and 50 pounds. Larger specimens exist, as those few that survive grow toward their apotheosis: neothelids.

Typical Treasure

Larval flayers do not have or seek treasure—they might do so after they become neothelids.

SHADOW EFT

An awful shape oozes from the night. It is formed half of bone and half of a black so absolute that it possesses actual substance. In silhouette it is like a faceless, wingless demon, its bony claws long and tipped with inky blackness.

SHADOW EFT **CR 5**

NE Large outsider (evil, extraplanar, psionic)
Init +1; **Senses** blindsight 60 ft; Listen +11, Spot +11
Languages (understand but never speak) Abyssal, Common, Celestial

AC 20, touch 14, flat-footed 23; Dodge, Mobility
hp 45 (6 HD); venom of the mind
PR 15
Fort +8, **Ref** +6, **Will** +7
Weakness aversion to daylight

Speed 50 ft. (10 squares); Spring Attack
Melee 2 claws +9 (2d6+4) and bite +4 (4d6+2)
Space 10 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +14
Psi-Like Abilities (ML 6th):
3/day—*duodimensional claw, psionic lion's charge, truevenom* (ML 7th)
1/day—*shadow body* (ML 15th)

Abilities Str 19, Dex 13, Con 17, Int 11, Wis 14, Cha 16
SQ hide in shadow
Feats Dodge, Mobility, Spring Attack
Skills Balance +10, Climb +13, Hide +9 (Hide +17 in dark areas), Jump +13, Listen +11, Move Silently +10, Sense Motive +11, Spot +11

Venom of the Mind (Ex) Whenever a shadow eft uses its *truevenom* psi-like ability, it heals 5 hit points by psychic transference for each 1 point of Constitution damage dealt to its victim, no matter the shadow eft's spatial or planar separation from the victim.

Aversion to Daylight (Ex) Shadow efts are creatures of the night and loathe light. If exposed to natural daylight (not merely a *daylight* spell), they take a –4 penalty on all attack rolls, saving throws, and skill checks.

Hide in Shadow (Su) A shadow eft can use the Hide skill even while being observed. As long as it is within 10 feet of some sort of shadow, a shadow eft can hide itself in the open without having anything to actually hide behind. It cannot, however, hide in its own shadow.

A shadow eft appears as a large demonic humanoid, without features except for fused bone and solidified shadow.

Shadow efts cannot speak, though they understand a variety of languages, including Common.

Strategies and Tactics

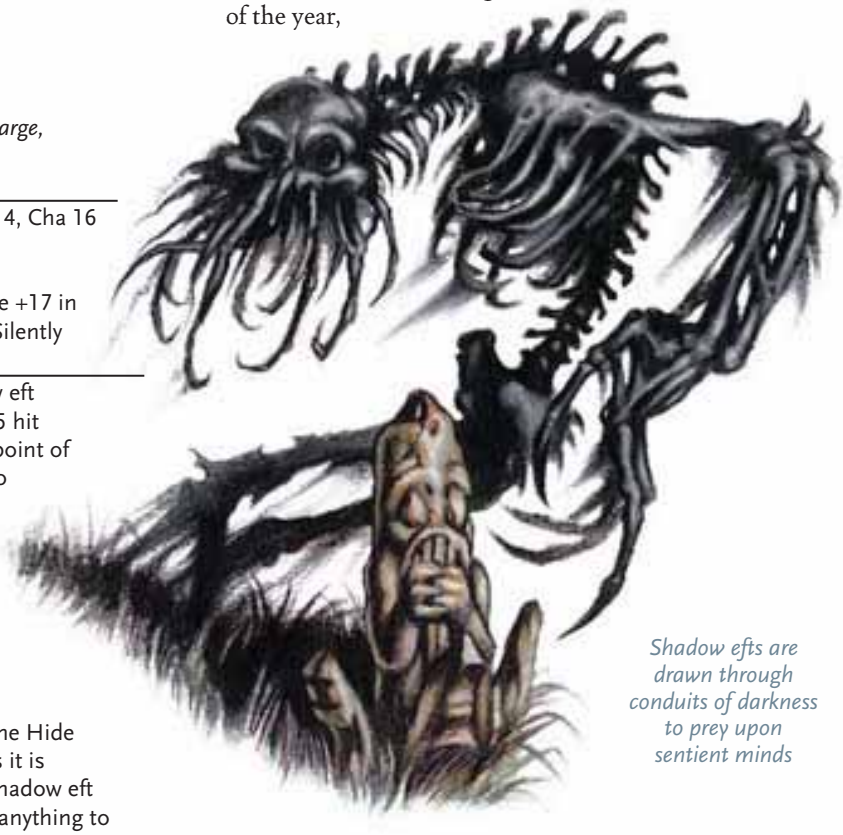
A shadow eft prefers to strike from hiding, readying itself with offensive psionic powers, then charging forward using its *psionic lion's charge*.

Sample Encounter

Shadow efts are most often encountered as solitary agents bent on attacking that which it first encounters as a result of the *shadow eft* power (page 98).

Ecology

Shadow efts are a race of psionic monsters that normally dwell between worlds (on the Plane of Shadow), subsisting on psychic residue. Sometimes, traumatic events cause emotions so intense that shadow efts are drawn through conduits of darkness, where they are able to prey directly upon sentient minds. Their population on material worlds swells on the darkest night of the year,



Shadow efts are drawn through conduits of darkness to prey upon sentient minds

SHADOW EFT LORE

Characters with ranks in Knowledge (psionics) or Knowledge (the planes) can learn more about shadow efts. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

DC	Result
16	Shadow efts are a race of psionic monsters that dwell between worlds.
21	Shadow efts heal their own flesh as they poison the minds of their enemies.

the winter solstice when the night has her greatest dominion over all the earths. When they find their way onto the Material Plane (if not psionically called), they prefer dreary, shadowy, cold forests.

Typical Physical Characteristics: A shadow eft stands 8 feet tall and weighs about 300 pounds.

Society

Shadow efts see themselves as individuals who have found the perfect niche in which to hunt for easily obtained mental energy. They know their predations harm sentient creatures, but they feel that it is the natural order. Though they sometimes cooperate, they are more apt to see other shadow efts as potential competitors.

Shadow efts exist in a loose confederacy, with each eft a power unto itself. They all believe that the "Unmerciful Void" (their personification of the sum of all shadow and darkness everywhere) somehow watches over for them and provides them with the opportunities they need to find sustenance.

Typical Treasure

Called shadow efts do not possess treasure. Shadow efts encountered naturally possess normal treasure values for their Challenge Rating.

A typical shadow eft, when encountered naturally, carries three potions in slender bone-carved vials: *displacement, cure serious wounds,* and *protection from arrows.*

SIBYLLIC GUARDIAN

Blood-red glyphs orbit the ivory-skinned form of a humanoid woman. The woman's head is only partially hidden under a flowing mantle, her pupilless eyes of empyreal blue shining out from underneath, A shining greatsword rests comfortably in her grasp.

Sibyllic Guardian CR 10

LG Medium outsider (archon, extraplanar, good, lawful, psionic)
Init +6; **Senses** darkvision 60 ft, low-light vision; Listen +15, Spot +15
Aura menace (20 ft., DC 19)
Languages Abyssal, Auran, Celestial, Common, Infernal; tongues

AC 25, touch 13, flat-footed 22
hp 85 (9 HD); **DR** 10/evil
Immune electricity, petrification
PR 20
Fort +11 (+15 against poison), **Ref** +9, **Will** +9

Speed 30 ft. (6 squares)
Melee +2 *greatsword* +15/+10 (2d6+8/19–20)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9; **Grp** +13
Atk Options Psionic Weapon, Greater Psionic Weapon
Psi-Like Abilities (ML 9th):
At will—*brain lock* (any nonmindless, DC 17)*, *detect hostile intent, detect psionics, ego whip* (2d4, DC 19)*, *mindlink, psionic teleport* (self plus 50 lb. of objects)
3/day—*dispel psionics, ectoplasmic cocoon* (DC 19)*, *psionic fly*
1/day—*second chance*
*Includes augmentation for the sibyllic guardian's manifester level

Sibyllic guardians are dedicated opponents of evils in all its forms

Spell-Like Abilities (CL 9th):
At will—*aid, continual flame, detect evil, message*

Abilities Str 18, Dex 16, Con 20, Int 16, Wis 16, Cha 20
SQ magic circle against evil, outsider traits (*MM* 313)
Feats Greater Psionic Weapon, Improved Initiative, Psionic Meditation, Psionic Weapon
Skills Autohypnosis +17, Concentration +17, Diplomacy +19, Gather Information +17, Jump +16, Knowledge (psionics) +17, Knowledge (the planes) +15, Listen +15, Psicraft+17, Sense Motive +15, Spot +15

Aura of Menace (Su) A righteous aura surrounds sibyllic guardians that fight or become angry. Any hostile creature within a 20-foot radius of a sibyllic guardian must succeed on a DC 19 Will save to resist its effects. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the sibyllic guardian that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same sibyllic guardian's aura for 24 hours.

Magic Circle against Evil (Su) A magic circle against evil effect always surrounds a sibyllic guardian. Caster level 9th. The defensive benefits from the circle are not included above.

Tongues (Su) All sibyllic guardians can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

A sibyllic guardian appears as a tall, beautiful woman wielding a massive greatsword. Guardians sometimes serve as sentinels to good-aligned psions who possess enough psionic skill (see the planar champion power, page 94). Sibyllic guardians are dedicated opponents of evil in all its forms. With an arsenal of psionic and magical capabilities plus great skill at arms, a sibyllic guardian strikes fear into the hearts of even the vilest creatures of the Abyss.

Strategies and Tactics

A sibyllic guardian begins combat by attempting to waylay its opponents with powers such as *brain lock* and *ectoplasmic cocoon*. If these attempts are unsuccessful, a sibyllic guardian is an adept warrior and has no qualms about wading into battle with greatsword in hand. Against tougher opponents, a sibyllic guardian employs the oracular vision granted by the *second chance* power to gain the upper hand.

A sibyllic guardian's natural weapons (as well as any weapons she wields) are treated as good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Ecology

Sibyllic guardians mostly inhabit the Seven Mounting Heavens of Celestia, where they dwell with all manner of archons in preparation for the coming war.

Typical Physical Characteristics: A sibyllic guardian is about 6 feet tall and weighs from 180 to 200 pounds. These creatures are ageless and always female in appearance.

Typical Treasure

Called sibyllic guardians carry no treasure other than the blades they wield.

SPECTRAL SAVANT

A silhouette of what once walked as a man now walks in permanent shadow. Its eyes burn from the darkness with a compelling, ravenous hunger.

Sample Spectral Savant — CR 13

Male human telepath 11
LG Medium undead (incorporeal, augmented humanoid)
Init +2; **Senses** darkvision 60 ft.; Listen +10, Spot +10
Languages Celestial, Common, Draconic, Dwarven, Elven

AC 20 (incorporeal), touch 20, flat-footed 18
hp 71 (11 HD); **DR** 10/magic
Immune undead immunities, nonmagical attacks
Resist cold 10, electricity 10
Fort +3, **Ref** +5, **Will** +9

Speed 30 ft. (6 squares)
Melee touch +5 (1d6 cold plus energy drain and siphon power)
Space 5 ft.; **Reach** 5 ft.
Base Atk +5; **Grp** +5
Atk Options energy drain, siphon power
Power Points/Day —; **Psion Powers Known** (ML 11th):
6th—*mind switch* (DC 22)*
5th—*metaconcert, power resistance, psychic crush* (DC 21)*, *tower of iron will*
4th—*energy adaptation, psionic dimension door, psionic dominate* (DC 20)*, *trace teleport*
3rd—*body adjustment, dispel psionics, energy burst* (DC 19)*, *hostile empathic transfer* (DC 19)*;
2nd—*brain lock* (DC 18)* *ego whip* (DC 17)* *energy push* (DC 18)*, *psionic tongues*
1st—*crystal shard, detect psionics, inertial armor, mindlink, psionic charm* (DC 17)*;
*The save DCs for these powers might increase with the use of augments

Abilities Str —, Dex 14, Con —, Int 23, Wis 14, Cha 16
SA energy drain, siphon power
SQ turn resistance +4, incorporeal traits, undead traits
Feats Combat Manifestation, Craft Cognizance Crystal, Craft Dorje, Imprint Stone, Power Penetration, Psionic Body, Psionic Endowment, Psionic Meditation
Skills Concentration +17, Diplomacy +19, Hide +10, Knowledge (psionics) +20, Knowledge (the planes) +20, Listen +10, Move Silently +10, Psicraft +20, Search +14, Sense Motive +24, Spot +10

Energy Drain (Su) Living creatures hit by a spectral savant's slam attack (or any other natural weapon the spectral savant might possess) gain one negative level. For each negative level bestowed, the spectral savant gains 5 temporary hit points that last for up to 1 hour. A spectral savant can use its energy drain ability once per round.

Siphon Power (Su) A spectral savant can make a touch attack once per round and drain a number of power points from a living psionic character or creature, equal to its HD or lower. For creatures that possess only psi-like abilities, the spectral savant drains one use of the highest-level ability available to that creature, gaining a number of power points appropriate to the ability plus any augmentations, based on the manifester level of the creature. If the number of power points that the spectral savant would receive exceeds 11, the remaining power points are lost to the spectral savant. A spectral savant cannot attempt to draw more than its

SIBYLUC GUARDIAN LORE

Characters with ranks in Knowledge (the planes) can learn more about sibyllic guardians. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

DC	Result
15	Sibyllic guardians are powerful psionic archons called by the most powerful psionic characters to do battle against evil.
20	Sibyllic guardians hail from the Seven Mounting Heavens of Celestia and possess both magical and psionic abilities, as well as a mean sword arm.
25	Sibyllic guardians believe a final war is on the horizon, a war that only they and other powerful psionic oracles can sense. Divinations cannot confirm the sibyllics* belief in any approaching, ultimate conflict.

HD in power points in a single attack, from a creature that normally uses power points, simply to make them unavailable to that creature.

A spectral savant is an undead psion who has discovered the means to extend his life unnaturally. While spectral savants retain the powers they had in life, they no longer have a pool of power points to draw upon. They must instead, siphon power points from living psionic characters and creatures.

Strategies and Tactics

Any given spectral savant has an amazing array of psionic powers and abilities at its disposal. Since each spectral savant is unique, tactics and strategies in combat vary. However, a tried and true strategy for those with telepathic compulsion powers is to entrap the minds of their victims, then order them to stand still as they siphon life and power points (if any) away.

CREATING A SPECTRAL SAVANT

"Spectral savant" is an acquired template that can be added to any humanoid creature (referred to hereafter as the base creature), provided it can complete the transformation ritual (see below).

A spectral savant has all the base creature's statistics and special abilities except as noted here.

Size and Type: The creatures type changes to undead. Do not recalculate base attack bonus, saves, or skill points. Size is unchanged. The creature gains the incorporeal subtype.

Hit Dice: Increase all current and future Hit Dice to d12s.

Armor Class: A spectral savant has a deflection bonus to Armor Class equal to 5 + its Charisma modifier.

A spectral savant is a psionic character who has discovered the meant to extend his life unnaturally

Attack: A spectral savant has a touch attack that it can use once per round. The touch attack deals 1d6 points of cold damage, and affects the victim with energy drain and/or (against a psionic foe) siphon power.

Full Attack: As above.

Special Attacks: A spectral savant retains all the special attacks of the base creature and gains those described below. Saves have a DC of 10 + 1/2 spectral savant's HD + spectral savant's Cha modifier unless otherwise noted.

Energy Drain (Su): Living creatures hit by a spectral savant's slam attack (or any other natural weapon the spectral savant might possess) gain one negative level. For each negative level bestowed, the spectral savant gains 5 temporary hit points that last for up to 1 hour. A spectral savant can use its energy drain ability once per round.

Siphon Power (Su): A spectral savant can make a touch attack once per round and drain a number of power points from a living psionic character or creature, equal to its HD or lower. For creatures that possess only psi-like abilities, the spectral savant drains one use of the highest-level ability available to that creature, gaining a number of psionic power points appropriate to the ability plus any augmentations, based on the manifester level of the creature. For example, if a spectral savant were to drain the single use of *mind thrust* that a cerebrilith receives in a day, it would receive 9 power points, since the cerebrilith manifests that power at 9th level (normally requiring 9 power points to do so). If the number of power points that the spectral savant would receive exceeds its maximum (spectral savant's HD), the remaining power points are lost to the spectral savant. A spectral savant cannot attempt to draw more than its HD in power points in a single attack, from a creature that normally uses power points, simply to make them unavailable to that creature.

SPECTRAL SAVANT LORE

Characters with ranks in Knowledge (psionics) or Knowledge (religion) can learn more about spectral savants. When a character makes a skill check, the following lore is revealed, including information from lower DCs.

DC	Result
15	Spectral savants are undead monsters.
20	Spectral savants are capable of draining psionic energy from their victims.
25	Spectral savants are not automatically evil (though more are evil than are not).
30	Spectral savant eye color is determined by alignment: good (silver), neutral (jade), evil (green).

Special Qualities: A spectral savant retains all the base creature's special qualities and gains those described below.

Resistances (Ex): A spectral savant has resistance to cold 10 and electricity 10.

Turn Resistance (Ex): A spectral savant has turn resistance +4.

Undead Traits: A spectral savant is immune to mind-affecting spells and abilities, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to extra damage from critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be raised, and *resurrection* works only if it is willing.

Abilities: Increase from the base creature as follows: Dex +2, Int +2, Wis +2, Cha +4. As an undead incorporeal creature, a spectral savant has no Strength score and no Constitution score.

Skills: Spectral savants have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Environment: Any, usually same as base creature.

Organization: Solitary, pair, or troupe (1–2 plus 3–5 psion/psychic warrior pupils).

Challenge Rating: Same as base creature +2.

Treasure: Standard.

Alignment: Any.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

SPECTRAL SAVANTS AS CHARACTERS

The process of becoming a spectral savant on purpose is extraordinarily taxing. No good-aligned creature undertakes the process willingly. Sometimes spectral savants spontaneously arise when a psion is killed in a particularly egregioius fashion, or when a psion is killed prior to accomplishing an important quest. When savants arise in this fashion, they are not automatically evil. If they drain energy or siphon psionic power from three or more good-aligned creatures, however, their alignment shifts to evil.

A spectral savant retains all class abilities it had in life, except it can no longer recover power points simply by resting.

THE TRANSFORMATION RITUAL

The transformation ritual first requires that the psion or erudite (page 153) obtain or create a *cognizance crystal* capable of storing 17 power points, plus acquire a number of mundane crystals whose combined value is no less than 10,000 gp. The character must also be able to manifest 6th-level psionic powers. Once the prerequisites are met, the character can begin the ritual. Once the ritual begins, the mundane crystals are destroyed over the course of one night and the *cognizance crystal* is subsumed into the body of the character. The character also expends 4,500 XP to complete the ritual. When the character finishes the ritual, he arises as a spectral savant, at which time his power points are totally expended. He must find another psionic character or creature to gain additional power points as described above.

ECOLOGY

Spectral savants exist in all manner of locations and planes, each one seeking to fulfill its own ambitions. As undead creatures, they are technically immortal until slain.

Typical Physical Characteristics: Height and weight varies from creature to creature, depending on what race the creature was in life.

SOCIETY

Within the scope of the game, a spectral savant has a number of potential roles. A non-evil spectral savant can serve as a guide to a living psionic character, siphoning off power points (and withholding its energy drain) only after making a deal with the character ahead of time. Some spectral savants even agree to instruct lesser psions or erudites in return for daily power point transfers. On the other hand, evil spectral savants seek out other psionic creatures and ambush them, siphoning off their power points and killing them simultaneously.

Alignment: A spectral savant's alignment varies, but most are (or become) evil.

TYPICAL TREASURE

Spectral savants carry no treasure with them, though one can have a cache of treasure appropriate to its Challenge Rating in the home it had while living.

If you play a psionic character or run a game that features one or more psionic player characters, you've accepted the "psionic paradigm." After all, if one psionic character exists, must there not be more? If psionic characters exist, why not psionic institutions, guilds, locations, infrastructure, legends, deities, and terrible threats, too? This chapter seeks to provide just those sorts of elements, which allow the psionic experience of the game to grow all the richer.

This chapter introduces several options for characters, including a subrace of naturally psionic humans, a new psionic race called the synad, racial classes for standard psionic races, psionic guilds, a variant psion called the erudite, epic versions of the new classes presented in Chapter 1, and new epic feats.

PSIONIC RACES

Some races are known for their psionic abilities, while others are not. From time to time, however, even the so-called "nonpsionic races" can produce individuals who possess psionic abilities. Moreover, unknown to most, a secret conclave of humans have long bred psionic ability true within their families. These humans are referred to as the Six Hidden Houses (described in the next section), though few believe the houses to be more than a legend—or a footnote to history, at most.

Besides the nonpsionic races and naturally psionic humans, other lesser-known psionic races exist as well. This section introduces the synads, humanoid creatures with threefold minds.

NEW PSIONIC RACE: SYNAD

Synads seem unsocial to the naive. In truth, each synad is a group unto himself, composed of three fully independent minds that are fused into a cooperating whole. While most races suffer the crushing loneliness of a wholly closed-off mind, synads reap the benefits of combined thought, cooperative planning, and multiple viewpoints on each new task or topic.

Personality: While synads have wildly varying personalities, their threefold minds give the race recognizable personality traits.

A synads threefold mind is composed of parts that are often referred to as the overmind, the collective, and the oracle. In most activities, the overmind controls the synad's actions. However, sometimes the collective or the oracle—the parts known as the submind—rises to the surface, either bypassing the overmind or mentally advising it on topics the submind is more suited to understand.

Physical Description: In the bright light of day, a synad passes for a tall, slim human. In dim light, however, out of the corner of an observer's eye, a synad sometimes appears as a humanoid with three heads. The normal head appears bracketed by two ghostly heads completely "devoid of hair, eyes, ears, mouth, or nose. This happens only if the synad has

exhausted all its power points for the day. For this reason, most synads avoid draining their power point reserve, lest their true nature be revealed.

Synads typically stand just over 6 feet tall and weigh about 170 pounds, with males somewhat taller and heavier than females. Synads are typically hairless. They have pale skin, large, dark eyes, and long, expressive fingers. They dress commonly but enjoy impressive, flamboyant headwear.

Relations: Synads mix with members of other races, especially humans. Sometimes those relations change suddenly when another creature gains insight into a synad's true nature, so synads try to avoid dim light when possible, or else they prepare their comrades by revealing the truth about their heritage.

Alignment: Synads do not tend toward any particular alignment. The best and the worst are found among them.

Synad Lands: Synads hail from a parallel world accessible through the Plane of Shadow. The few who dwell on the Material Plane prefer to forget their world of origin, claiming that monstrosities of the mind roam there unhindered.

Religion: Synads often worship Fharlanghn, drawn to his aspect as a traveler. Those who have escaped their homeworld give credit to the deity for showing them a way through.

Language: Synads speak Common and their own unique language.

Names: Synad names vary greatly, mainly because synads have thrown off their original ways and adopted human culture. They draw their names from the names of humans in the area where they have settled. Synads who mate and produce children often name them after local heroes or great leaders.

Adventurers: Synad adventurers are akin to humans in their daring and ambition. Because a synad's threefold mind can withstand mental effects (such as *charm person* and *dominate person*) that might leave another creature drooling or subservient, the race has a reputation for great toughness of mind.

Synads are of more then one mind

Synad Racial Traits

Aberration: As aberrations, even though they can appear human, synads are not subject to spells or effects that affect only humanoids.

Medium Size: Synads have no special bonuses or penalties due to their size.

Darkvision: Synads can see in the dark out to 60 feet.

Speed: Synad base land speed is 30 feet.

Naturally Psionic: Synads gain 3 bonus power points at 1st level, one each for the overmind, the collective, and the oracle. This does not grant synads the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

Threefold Mind (Su): The threefold synthesis of mind, controlled by the overmind, grants synads an advantage when resisting mental attacks. They gain a +2 bonus on Will saving throws.

Oracle (Su): The part of a synad's mind known as the oracle grants him a daily precognitive edge. This translates into a +2 insight bonus that the synad can apply at any time to an initiative check, attack roll, or saving throw. In the case of an attack roll or saving throw, the synad can elect to apply the bonus to the roll or save after he determines whether his unmodified roll misses. A synad can apply only one precognitive edge per day.

Collective (Su): The part of a synad's mind known as the collective allows him to tap into a racial network of knowledge and information. A synad can spend 1 power point as a free action to gain a +2 bonus on any Knowledge or Psicraft check he makes.

Multitask (Su): A synad's threefold mind can temporarily separate, allowing him to take more than a single mental

NONPSIONIC RACES

The well-known psionic races include dromites, elans, maenads, githyanki, half-giants, and so on. Of course, creatures of other races can also be psionic, but those races as a whole aren't known for that characteristic. While psionic elves, dwarves, and humans do exist, it is also true that elves, dwarves, and humans are generally mindblind.

Individuals of these races who become psionic do so by taking a psionic class, which represents extensive training on top of an unrealized personal talent for psionics that is ready to spring to light with proper nurturing.

A character from a nonpsionic race can also choose to take the Wild Talent feat *(EPH* 52), which grants the character a few power points and the psionic subtype. That subtype is the all-important ingredient necessary to qualify for the various psionic feats, including those that require maintaining or expending one's psionic focus. For instance, monks are often inclined to take Wild Talent, just so they can later take Psionic Fist and the feats that follow.

action during his turn. Once per day, a synad can spend 1 power point to gain a swift action that he can use to take any purely mental action. Examples include manifesting a psionic power or making a Knowledge, Psicraft, or other check requiring only mental cogitation. However, a synad can use his extra mental action to manifest a power only if the normal actions allowed to him during the round do not also involve manifesting a power.

Automatic Languages: Common and Synad.

Bonus Languages: Any (other than secret languages, such as Druidic). The portion of a synad's mind known as the collective exposes him to a wide range of languages.

Favored Class: Any. A multiclass synad's first chosen new class does not count when determining whether he takes an XP penalty for multiclassing (PH 60).

THE SIX HIDDEN HOUSES

Among the humans who belong to the Six Hidden Houses, psionic power comes naturally at birth. Their own legends speak of ancestors who came to the world from a far place, a realm they ruled, but which ended in cataclysm brought on by an evil power known only as the Enemy. Not even the house elders know the entire truth.

Whatever the reason, the refugees from that lost place, called Talaron, chose to hide their psionic ability when they came to this world. Members of the Six Hidden Houses—who refer to themselves as Talaire—therefore take pains to blend into regular human society, masking their presence for hundreds of years.

According to Talaire legend, each of the houses descends from a noble house that once ruled in their lost world. Each house is a type of extended clan, and members are related by blood, marriage, or adoption. When a Talaire marries a regular human, the child always breeds true with psionic ability. The spouse of a Talaire becomes part of a particular house in name, but the child of such a union becomes a member of the house in fact. (Children of Talaire and elves do not breed true with psionic power.)

The Talaire are interspersed through regular human society, and have homes, businesses, interests, and adventures as regular humans. However, they also owe a cultural and psionic allegiance to their own Hidden House and to the Talaire in general (though some houses are deadly enemies). Each house keeps a secret location that serves as the nexus of its interests, lore, and directives (if any). Those locations are not necessarily permanent, shifting if the secrecy of the house threatens to become compromised. One rumor says that there were originally eight houses, but misfortune and feuding over the centuries has reduced the current number to six. Another claims the seventh and eighth houses have become so secretive that even the other Talaire no longer know of them. Either way, they're called the Two Lost Houses.

Most Talaire never learn the location of their own house's secret fortress, unless they rise to their house elders' attention through ability, deed, or other talent. The ruler of each house bears the title of Paragon and is chosen from the house elders to rule for life. Paragons are like family patriarchs and matriarchs, with power over the entire family and the authority to negotiate with the elders and paragons of other houses.

Each of the Six Hidden Houses has its own symbol that appears on a member's skin either at birth or sometime within the first few years of life. Each house is associated with a particular gemstone that members commonly use for psicrystals and as part of other psionic items they craft.

As humans, Talaire have the usual bonus feat, but they must choose Wild Talent—or, more precisely, a version of Wild Talent specific to each house. For reasons lost in the mists of time, each house has a particular talent for psionics, which means they focus on a specific discipline. An individual Talaire, however, can choose a class that specializes in any discipline. For instance, it is not unknown for members of House Novar to become shapers or telepaths (although more become seers).

PLAYER AND DM OPTIONS

The Six Hidden Houses provide both players and the DM with new game options.

For Players: Because of the difficulties endured by the Talaire in their transition from their old homeworld to the new, many members now live sundered from the Six Hidden Houses. They don't know the source of their strange powers of the mind or the meaning of the birthmark that seems oddly like a symbol. Sometimes, the psionic talent and symbol reappear only every few generations. The discovery of a lost birthright becomes the goal of those humans who are finally welcomed into their own forgotten house (or, if found first by a quarreling house, brutally hunted and perhaps murdered, all in ignorance). Player characters who survive their first encounters with members of their sundered house might finally learn the truth of their heritage.

For the DM: At the minimum, an NPC or two with strange tattoos and psionic power can prove an interesting mystery to the player characters. Perhaps a hireling or cohort reveals her true status to the characters by using her power in a time of dire need. It's never something revealed or discussed casually, unless the PCs are trusted completely.

If one of the players decides that his background is Talairan (or if the DM decides for him), perhaps the symbol that appears on all Talairans was merely long delayed on the character. After some triggering event (even a dream), the symbol appears, and the PC wakes to psionic power. This means he must give up a feat and take Wild Talent instead, unless his particular Wild Talent feat is gained as part of his normal feat progression.

House Adon symbol

HOUSE ADON

Tempered by flame.

—House Adon motto

Symbol: Green flame against a silver background.
Crystal: Emerald.

Characteristics: Members of House Adon have a predilection for metacreativity, the ability to fashion objects from nothing other than their own desire to create. They are the renowned builders and crafters of the Talaire. The typical Adonan is tall and broad shouldered, with brown or sandy hair and green eyes.

Elders of House Adon believe that their house once possessed a singular artifact, called the Making Stone, that enabled its wielder to fashion entire worlds if he were talented enough. In the background of all their other plans, the elders seek this legendary item.

Many houses distrust House Cogitare, but none more than House Adon. Past betrayals still burn between the two houses (though the specifics are forgotten), and they often clash. Members of House Adon are most willing to work and ally with House Novar.

Wild Talent (Adon): Instead of a free bonus feat, Talaire of House Adon have the Wild Talent (Adon) feat.

Benefit: You gain the psionic subtype. As a psionic character, you gain a reserve of 1 power point and quality for psionic feats, metapsionic feats, and psionic item creation feats. In addition, you gain the psi-like ability to use psionic *minor creation* (EPH 121) once per day (manifester level 1st + half the number of psionic class levels gained).

House Celare symbol

HOUSE CELARE

The path is not lost.

—House Celare motto

Symbol: An arching bridge across a blue field.

Crystal: Opal.

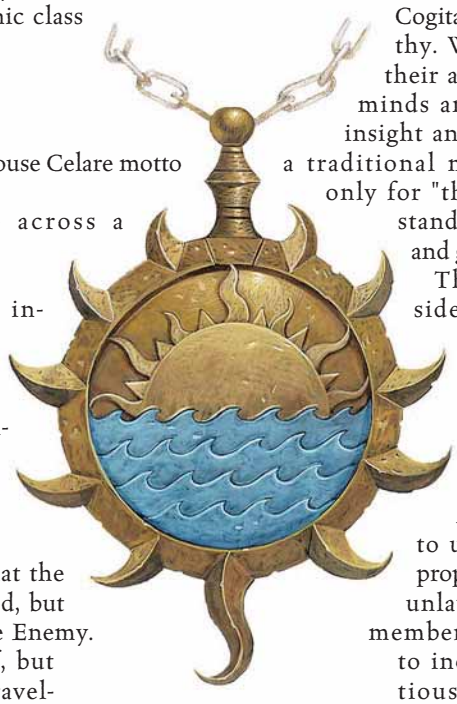
Characteristics: Due to their inborn talent of psychoportation, members of House Celare are known for their ability to find their way to any location, regardless of weather or distance. The typical Celaran stands about 5 feet 8 inches tall, with dark complexion, dark hair, and startlingly blue eyes.

Elders of House Celare believe that the Talaire homeworld was not destroyed, but merely hidden away in secret by the Enemy. No other house shares this belief, but that doesn't stop Celarans from traveling and searching for clues in far places. At one time or another, most Celarans take up the quest to find their hidden homeworld. So far they have not found any evidence to substantiate their belief, but they have discovered many secret and wondrous things in their travels.

House Celare has a long-standing feud with House Novar. Celarans believe that the elders of House Novar spy on them while they travel and, even worse, know the truth about their stolen homeworld but refuse to come forward with this knowledge for some reason. Accidental meetings between Celarans and Novarans often end with bloodshed. On the other hand, members of House Celare feel most friendly to members of House Incendar, with whom they have allied from time to time.

Wild Talent (Celare): Instead of a free bonus feat, Talaire of House Celare have the Wild Talent (Celare) feat.

Benefit: You gain the psionic subtype. As a psionic character, you gain a reserve of 1 power point and qualify for psionic feats, metapsionic feats, and psionic item creation feats. In addition, you gain the psi-like ability to use *burst* (EPH 81) once per day (manifester level 1st + half the number of psionic class levels gained).



House Cogitare symbol

HOUSE COGITARE

The sun sees all.

—House Cogitare motto

Symbol: A rising sun over a dark blue sea.

Crystal: Amber.

Characteristics: Members of House Cogitare are masters of the discipline of telepathy. While Novarans look into the past for their answers, Cogitarans look into the very minds and souls of living creatures, gaining insight and giving commands. They also follow a traditional mandate that they use their power only for "the greater good." Typical Cogitarans stand just shy of 6 feet tall, with fair hair and gray eyes.

The elders of House Cogitare consider themselves the most noble of all the surviving Hidden Houses. This is due to the belief that prior to the Enemy's coming, House Cogitare was at the ascension of its cycle and therefore ruled the lost Talaire homeworld, including the other houses. After all, their talents are most suited to uncovering deceit and ensuring that proper behavior is enacted by the otherwise unlawful. To this end, some enterprising members of House Cogitare even now seek to increase their power base by surreptitiously gaining influence among great leaders of the world, just in case it becomes necessary to "step in."

Many of the other houses suspect that, over the centuries, power over the minds of others has corrupted a house once known for legendary judges, peacemakers, and diplomats who would never think of using their coercive abilities for selfish gain. Indeed, while most Cogitarans still abide by the stricture, others believe

it merely a quaint relic of history. Of all the houses, House Adon knows beyond a doubt that at least some (if not all) Cogitarans have abandoned the stricture. Thus, members of Adon and Cogitare are usually at each others' throats—mentally speaking.

Wild Talent (Cogitare): Instead of a free bonus feat, Talaire of House Cogitare have the Wild Talent (Cogitare) feat.

Benefit: You gain the psionic subtype. As a psionic character, you gain a reserve of 1 power point and qualify for psionic feats, metapsionic feats, and psionic item creation feats. In addition, you gain the psi-like ability to use *psionic charm* (EPH 82) once per day (manifester level 1st + half the number of psionic class levels gained).

HOUSE INCENDAR

Will is power.

—House Incendar motto

Symbol: The palm of an open red hand on a white background.

Crystal: Ruby.

Characteristics: Members of House Incendar are masters of the discipline of psychokinesis, the power of commanding energy in all its various forms. They are known for their mastery of the physical world through mental manipulation, though some prefer to work with other manifestations of energy. The typical Incendaran stands about 6 feet tall, with a fair complexion, blond hair, and pale blue eyes.

House Incendar symbol

The elders of House Incendar are psychic researchers of the first order. Their hidden lodges are places of psionic study and experimentation into mentally generated or modified manifestations of energy. Incendaran researchers believe that just as one mind can tap its own psionic energy and a group of cooperating psionic characters can tap a greater reservoir, tapping the collective unconscious of all psionic creatures everywhere would make a vast and inexhaustible supply of psionic energy available. Other houses are somewhat suspicious of this belief, and both House Novar and House Adon have warned Incendarans against pursuing this research, fearing mental cataclysm through some misstep. The elders take these warnings into account, but research continues.

House Incendar is unique in its belief that some fragment of its family fleeing the original homeworld washed up in a completely separate realm, far from any of the Six Hidden Houses. Members seek this fragment of Incendar, but so far none of its searches (physical and psychic) have yielded anything.

House Incendar distrusts Novar and Adon for what it considers unwanted meddling in Incendar policies. No clashes have broken out openly, but tensions continue to rise. Incendar has good relations with the other houses, especially with House Celare, with whom they've allied from time to time.

Wild Talent (Incendar): Instead of a free bonus feat, Talaire of House Incendar have the Wild Talent (Incendar) feat.

Benefit: You gain the psionic subtype. As a psionic character, you gain a reserve of 1 power point and qualify for psionic feats, metapsionic feats, and psionic item creation feats. In addition, you gain the psi-like ability to use *control object* (EPH 88) once per day (manifester level 1st + half the number of psionic class levels gained).

HOUSE NOVAR

Our sight is dear.

—House Novar motto

Symbol: A blue eye on a starry black background.

Crystal: Sapphire.

Characteristics: Members of House Novar have a knack for clairsentience, the ability to see and sense beyond the talents of the mindblind. They are the renowned seers of the Talaire. The typical Novaran has raven-black hair, pale skin, and deep, sapphire-blue eyes.

Elders of House Novar seek to look back into the distant past to discover what cataclysm forced their ancestors into their current state and who (or what) is ultimately responsible. Discovering the identity of the Enemy is the one pledge each new Paragon of House Novar makes. Unfortunately, none has yet made good on it.

House Novar has a long-standing feud with House Celare. Celarans are distrusted, and accidental meetings between the two houses often end in bloodshed. On the other hand, those of House Novar feel most friendly to members of House Adon, with whom they have allied from time to time.

House Novar symbol

Wild Talent (Novar): Instead of a free bonus feat, Talaire of House Novar have the Wild Talent (Novar) feat.

Benefit: You gain the psionic subtype. As a psionic character, you gain a reserve of 1 power point and qualify for psionic feats, metapsionic feats, and psionic item creation feats. In addition, you gain the psi-like ability to use *precognition* (EPH 124) once per day (manifester level 1st + half the number of psionic class levels gained).

HOUSE VAYMIN

Purity and strength.

—House Vaymin motto

Symbol: A gray wolfs head on a purple background.
Crystal: Amethyst.
Characteristics: Members of House Vaymin honed their talent for psychometabolism in the high mountains of their lost homeworld. They are known for their control of body and mind and for their fellowship with wild creatures. The typical Vaymin stands about 5 feet 10 inches tall, with sinewy muscles that are hard and defined, dark brown hair, and dark brown (nearly black) eyes.

Elders of House Vaymin believe that theirs is the house fated to produce the Ultimate Scion—he or she whose power of mind and body is perfectly balanced and who can defeat the unknown Enemy that destroyed their homeworld. With that in mind, competitive games are part of Vaymin life. Proving yourself in combat is important, and weighty decisions can be based on the result of a conflict.

House Vaymin symbol

The elders of House Vaymin keep copies of a tome called the Talairic Codex. Those who study the Codex learn several tenets, collectively known as chains of war. As students master one chain, they open themselves to learn the next chain in the series. This process has preserved knowledge of the war mind prestige class (EPH 155) in the world and secretly disseminated it beyond its Talairan roots.

House Vaymin tries to keep ties with the other houses as clear of trouble as possible. Its members believe that only crossbreeding with members of each house will let them produce the Ultimate Scion. As such, they sometimes serve as intermediaries between houses, and can be counted on to be impartial.

Wild Talent (Vaymin): Instead of a free bonus feat, Talaire of House Vaymin have the Wild Talent (Vaymin) feat.

Benefit: You gain the psionic subtype. As a psionic character, you gain a reserve of 1 power point and qualify for psionic feats, metapsionic feats, and psionic item creation feats. In addition, you gain the psi-like ability to use vigor (EPH 140) once per day (manifester level 1st + half the number of psionic class levels gained).

PSIONIC RACIAL CLASSES

Several psionic races described in *Expanded Psionics Handbook* have level adjustments of 1 or higher: the duergar, githyanki, githzerai, half-giant, and thri-kreen. These races possess abilities beyond those of other starting psionic races, giving them a strong allure for players. However, level adjustments above +0 mean that players required to roll up 1st-level characters cannot choose those races. To alleviate this problem, this section provides racial classes for the five psionic races in *Expanded Psionics Handbook* that players normally can't begin playing at 1st level.

Level adjustments for all races determine the base creature's effective character level (ECL), which is the sum of the creature's level adjustment and its Hit Dice. However, you don't need to worry about such calculations to use these racial classes—they have been constructed to incorporate that information already.

The racial classes described below integrate levels of any standard class with racial levels. A racial level might or might not grant a level of a standard class. It might or might not grant Hit Dice independent of the character's class, depending on the race in question. Under normal circumstances, once you begin a character using these racial class rules, you can't take a level in another racial class. However, you still can take levels in one or more standard character classes within the larger confines of your racial class. Class levels are subject to normal multiclassing restrictions.

The only way to take a level of a racial class is to be a member of that race. For example, a dromite can't take duergar levels, and a human can't take githyanki levels.

Class Level: The table for each race includes a Class Level column that indicates whether a character of that race gains a standard class level at any given racial level. Some racial levels provide a standard class level, some racial levels provide a race-specific ability, and some grant both. Class levels grant all the benefits normally associated with a level increase. This includes another Hit Die, advancement in base attack bonus, base saves, and ability scores; and other class abilities.

Special: The Special column of each table indicates the racial abilities a character of that race gains at each level, along with the progression of feats and ability score increases. A character gains a bonus feat at 1st level and every three levels thereafter, and also gains an ability score increase (+1 to a single ability score) at every Hit Die divisible by 4.

DUERGAR RACIAL CLASS

The duergar, or gray dwarves, lead lives of neverending toil in great underground foundry-cities. They are a courageous and determined people, defeating obstacle after obstacle in their quest to thrive. No obstacle deters a gray dwarf who has settled on a goal. Duergar might not have much loyalty to anyone other than themselves, but they never leave a job half done.

On the other hand, their difficult lives have brought out a number of predatory aspects in their culture. The average duergar is avaricious, quick to anger, sullen, and violent. Gray dwarves never forget a slight or an injury. Within their society, might makes right. They have no

pity for those who are too weak to defend themselves or their property.

For more details on duergar, see page 8 of *Expanded Psionics Handbook*.

Table 6–1: The Duergar Racial Class

Racial Level	Class Level	Special
1st	1st	Duergar base traits, naturally psionic, feat, darkvision 60 ft.
2nd	1st	Bonus power points, psi-like abilities (1/day—*expansion, invisibility*), immunities, darkvision 120 ft.
3rd	2nd	—
4th	3rd	Feat
5th	4th	Ability score increase
6th	5th	—
7th	6th	Feat
8th	7th	—
9th	8th	Ability score increase
10th	9th	Feat
11th	10th	—
12th	11th	—
13th	12th	Ability score increase, feat
14th	13th	—
15th	14th	—
16th	15th	Feat
17th	16th	Ability score increase
18th	17th	—
19th	18th	Feat
20th	19th	—

Class Features

The following features are gained by characters who take duergar racial levels that are integrated with a standard class.

Class Level: The Class Level column of the duergar racial class table indicates whether a duergar gains a standard class level at any given racial level. Some racial levels provide a standard class level, some racial levels provide a duergar-specific ability, and some grant both. Class levels grant all the benefits normally associated with a level increase. This includes granting another Hit Die, gaining other class abilities, and advancement in base attack bonus, base saves, and ability scores.

Duergar Base Traits: Duergar have the following base racial traits.

+2 Constitution, –4 Charisma.

Medium size: Duergar have no special bonuses or penalties due to their size.

Duergar base land speed is 20 feet. Gray dwarves can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).

Stonecunning: This ability grants a duergar a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework, traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and so forth. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A gray dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a duergar can use the Search skill to find stonework traps as a rogue can. A duergar can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Duergar have a sixth sense about stonework, an innate ability that they have plenty of opportunity to practice and hone in their underground homes.

Stability: Duergar are exceptionally stable on their feet. A duergar receives a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

+2 racial bonus on saves against poison. This ability is superseded by a 2nd-level duergar's immunity to poison.

+2 racial bonus on saves against powers, spells, psi-like abilities, and spell-like effects.

+1 racial bonus on attack rolls against orcs (including half-orcs) and goblinoids (including goblins, hobgoblins, and bugbears).

+4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).

Light Sensitivity (Ex): Duergar are dazzled in sunlight or within the radius of a *daylight* spell.

Duergar have a +4 racial bonus on Move Silently checks and a +1 racial bonus on Listen and Spot checks. They have a +2 racial bonus on Appraise and Craft checks that are related to stone or metal.

Automatic Languages: Common, Dwarven, Undercommon. Bonus Languages: Draconic, Giant, Goblin, Orc, Terran.

Nothing stands between a duegar and his goal

Favored Class: Fighter.

Darkvision: At 1st level, duergar gain darkvision out to 60 feet. A duergar who takes the 2nd duergar racial level increases the range of his darkvision ability to 120 feet.

Naturally Psionic: At 1st level, duergar gain 1 bonus power point. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class. Power points do allow a character to make use of psionic feats and attempt to gain psionic focus.

Feat: Like every other character, a duergar character gains one feat at 1st level and another at every Hit Die divisible by 3. These feats are in addition to any bonus feats granted as class features or any other bonus feats.

Bonus Power Points: At 2nd level, a duergar gains 2 bonus power points.

Expansion (Ps): At 2nd level, a duergar gains the use of *expansion* (EPH 105) as a psi-like ability once per day (manifested level equal to 1/2 Hit Dice, minimum 1st).

Invisibility (Ps): At 2nd level, a duergar gains the use of *invisibility* as a psi-like ability once per day (manifester level equal to 1/2 Hit Dice, minimum 1st).

Immunities: At 2nd level, a duergar gains full immunity to paralysis, phantasms, and poison.

Ability Score Increase: Upon attaining any Hit Die divisible by 4, a duergar character increases one of his ability scores by 1 point. The player chooses which ability score to improve. The ability improvement is permanent.

GITHYANKI RACIAL CLASS

Githyanki are an ancient race of martial humanoids residing on the Astral Plane. Widely known as planar travelers, githyanki venture to all corners of the multiverse in search of power and wealth. Githyanki are widely perceived as rapacious marauders who revel in warfare and conquest. True, they can be arrogant, and sometimes view other humanoids native to the Material Plane with contempt. Other githyanki are more open-minded, however, and can work with other races toward mutual goals. Regardless, every githyanki is convinced of her ability to handle any kind of trouble that might arise on whatever plane she happens to be traveling.

For more details on githyanki, see page 10 of *Expanded Psionics Handbook*.

Class Features

The following features are gained by characters who take githyanki racial levels that are integrated with a standard class.

Class Level: The Class Level column of the githyanki racial class table indicates whether a githyanki gains a standard class level at any given racial level. Some racial levels provide a standard class level, some racial levels provide a githyanki-specific ability, and some grant both. Class levels grant all the benefits normally associated with a level increase. This includes granting another Hit Die, gaining other class abilities, and advancement in base attack bonus, base saves, and ability scores.

Githyanki Base Traits: Githyanki have the following base racial traits.

+2 Dexterity, –2 Wisdom.

Medium size: Githyanki have no special bonuses or penalties due to their size.

Table 6–2: The Githyanki Racial Class

Racial Level	Class Level	Special
1st	1st	Githyanki base traits, naturally psionic, psi-like ability (3/day—*far hand*), feat
2nd	1st	Bonus power points, +2 Constitution, psi-like ability (3/day—*psionic daze*)
3rd	2nd	Psi-like ability (1/day—*concealing amorpha*)
4th	2nd	Power resistance, psi-like ability (2/day—*concealing amorpha*)
5th	3rd	Psi-like ability (3/day—*concealing amorpha*), feat
6th	4th	Psi-like ability (1/day—*psionic dimension door*), ability score increase
7th	5th	Psi-like ability (2/day—*psionic dimension door*)
8th	6th	Psi-like ability (3/day—*psionic dimension door*), feat
9th	7th	Psi-like ability (1/day—*psionic plane shift, telekinetic thrust*)
10th	8th	Psi-like ability (*2/day—telekinetic thrust*), ability score increase
11th	9th	Psi-like ability (3/day—*telekinetic thrust*), feat
12th	10th	—
13th	11th	—
14th	12th	Ability score increase, feat
15th	13th	—
16th	14th	—
17th	15th	Feat
18th	16th	Ability score increase
19th	17th	—
20th	18th	Feat

Githyanki base land speed is 30 feet.

Darkvision out to 60 feet.

Automatic Languages: Common, Gith. Bonus Languages: Abyssal, Celestial, Draconic, Infernal, Undercommon.

Favored Class: Fighter.

Naturally Psionic: At 1st level, githyanki gain 1 bonus power point. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class. Power points do allow a character to make use of psionic feats and attempt to gain psionic focus.

Feat: Like every other character, a githyanki character gains one feat at 1st level and another at every Hit Die divisible by 3. These feats are in addition to any bonus feats granted as class features or any other bonus feats.

Far Hand (Ps): At 1st level, a githyanki gains the use of *far hand* (EPH 106) as a psi-like ability three times per day (manifester level equal to 1/2 Hit Dice, minimum 1st).

Bonus Power Points: At 2nd level, githyanki gain 2 bonus power points.

+2 Constitution: At 2nd level, githyanki gain a +2 increase to their Constitution ability score.

Psionic Daze (Ps): At 2nd level, a githyanki gains the use of *psionic daze* (EPH 90) as a psi-like ability three times per day (DC 10 +1/2 HD + Cha modifier). Manifester level equal to 1/2 Hit Dice (minimum 1st).

Concealing Amorpha (Ps): At 3rd level, a githyanki gains the use of *concealing amorpha* (EPH 85) as a psi-like ability once per day (manifester level equal to 1/2 Hit Dice, minimum 1st).

Githyanki are fierce enemies

Starting at 4th level, a githyanki can use this psi-like ability twice per day. Starting at 5th level, a githyanki can use this psi-like ability three times per day.

Ability Score Increase: Upon attaining any Hit Die divisible by 4, a githyanki character increases one of his ability scores by 1 point. The player chooses which ability score to improve. The ability improvement is permanent.

Power Resistance: At 4th level, a githyanki gains power resistance equal to her Hit Dice +5.

Psionic Dimension Door (Ps): At 6th level, a githyanki gains the use of *psionic dimension door* (page 83) as a psi-like ability once per day (manifester level equal to 1/2 Hit Dice, minimum 1st). Starting at 7th level, a githyanki can use this psi-like ability twice per day. Starting at 8th level, a githyanki can use this psi-like ability three times per day.

Psionic Plane Shift (Ps): At 9th level, a githyanki gains the use of psionic *plane shift* (EPH 124) as a psi-like ability once per day (manifester level equal to 1/2 Hit Dice, minimum 1st).

Telekinetic Thrust (Ps): At 9th level, a githyanki gains the use of *telekinetic thrust* (EPH 135) as a psi-like ability once per day (manifester level equal to 1/2 Hit Dice, minimum 1st). Starting at 10th level, a githyanki can use this psi-like ability twice per day. Starting at 11th level, a githyanki can use this psi-like ability three times per day.

GITHZERAI RACIAL CLASS

The githzerai are attuned to the mysteries of the inner self and are considered a race of ascetics who harness the power of the mind and the spirit. They travel far and wide across the planes, opposing the sinister plots of both mind flayers and their own githyanki kin.

Githzerai rarely use two words when one will do. Cynical and suspicious, githzerai don't waste time on fools, and are rarely moved to help those unprepared to help themselves. They are pragmatic to a fault, slow to give trust, and cautious in their dealings with others.

For more details on githzerai, see page 11 of *Expanded Psionics Handbook*.

Table 6–3: The Githzerai Racial Class

Racial Level	Class Level	Special
1st	1st	Githzerai base traits, naturally psionic, psi-like ability (3/day—*catfall*), feat
2nd	1st	+2 Dexterity, +2 Wisdom, psi-like ability (3/day—*psionic daze*)
3rd	2nd	Psi-like ability (3/day—*inertial armor*)
4th	2nd	Power resistance, +2 Dexterity, psi-like ability (1/day—*concussion blast*)
5th	3rd	Psi-like ability (2/day—*concussion blast*), feat
6th	4th	Psi-like ability (3/day—*concussion blast*), ability score increase
7th	5th	—
8th	6th	Feat
9th	7th	—
10th	8th	Ability score increase
11th	9th	Feat
12th	10th	—
13th	11th	Psi-like ability (1/day—*psionic plane shift*)
14th	12th	Ability score increase, feat
15th	13th	—
16th	14th	—
17th	15th	Feat
18th	16th	Ability score increase
19th	17th	—
20th	18th	Feat

Class Features

The following features are gained by characters who take githzerai racial levels that are integrated with a standard class.

Class Level: The Class Level column of the githzerai racial class table indicates whether a githzerai gains a standard class level at any given racial level. Some racial levels provide a standard class level, some racial levels provide a githzerai-specific ability, and some grant both. Class levels grant all the benefits normally associated with a level increase. This includes granting another Hit Die, gaining other class abilities, and advancement in base attack bonus, base saves, and ability scores.

Githzerai Base Traits: Githzerai have the following base racial traits.

+2 Dexterity, –2 Intelligence.

Medium size: Githzerai have no special bonuses or penalties due to their size.

Githzerai base land speed is 30 feet.

Darkvision out to 60 feet.

Automatic Languages: Common, Gith. Bonus Languages: Abyssal, Celestial, Draconic, Slaad, Undercommon.

Favored Class: Monk.

Naturally Psionic: At 1st level, githzerai gain 2 bonus power points. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class. Power points do allow a character to make use of psionic feats and attempt to gain psionic focus.

Feat: Like every other character, a githzerai character gains one feat at 1st level and another at every Hit Die divisible by 3. These feats are in addition to any bonus feats granted as class features or any other bonus feats.

Catfall (Ps): At 1st level, a githzerai gains the use of *catfall* (EPH 82) as a psi-like ability three times per day (manifester level equal to 1/2 Hit Dice, minimum 1st).

Psionic Daze (Ps): At 2nd level, a githzerai gains the use of *psionic daze* (EPH 90) as a psi-like ability three times per day (DC 10 +1/2 HD + Cha modifier). Manifester level equal to 1/2 Hit Dice (minimum 1st).

+2 Dexterity: At 2nd level, a githzerai gains a +2 increase to his Dexterity score. At 4th level, a githzerai gains an additional +2 increase to his Dexterity score.

+2 Wisdom: At 2nd level, a githzerai gains a +2 increase to his Wisdom score.

Inertial Armor (Ps): At 3rd level, a githzerai gains the use of *inertial armor* (EPH 113) as a psi-like ability three times per day (manifester level equal to 1/2 Hit Dice, minimum 1st).

Power Resistance: At 4th level, a githzerai gains power resistance equal to his Hit Dice +5.

Concussion Blast (Ps): At 4th level, a githzerai gains the use of *concussion blast* (EPH 85) as a psi-like ability once per day. Manifester level equal to 1/2 Hit Dice (minimum 1st). Starting at 5th level, a githzerai can use this psi-like ability twice per day. Starting at 6th level, a githzerai can use this psi-like ability three times per day.

Ability Score Increase: Upon attaining any Hit Die divisible by 4, a githzerai character increases one of his ability scores by 1 point. The player chooses which ability score to improve. The ability improvement is permanent.

Psionic Plane Shift (Ps): At 13th level, a githzerai gains the use of *psionic plane shift* (EPH 124) as a psi-like ability once per day (manifester level equal to 1/2 Hit Dice, minimum 1st).

HALF-GIANT RACIAL CLASS

Human-giant hybrids, half-giants were bred by cruel sorcerer-kings who used them as warriors and laborers in a dry land. Half-giants who survived early childhood faced a life of slavery and suffering. Some managed to tap into a spark of psionic power within themselves, however, and used that new ability to escape and find their own paths.

For the most part, half-giants have human sensibilities. They are curious, interested in cooperation and communication, and have a general tendency toward kindness. They are quick to pick up the morals, customs, and habits of the areas in which they settle.

For more details on half-giants, see page 12 of *Expanded Psionics Handbook*.

Table 6–4: The Half-Giant Racial Class

Racial Level	Class Level	Special
1st	1st	Half-giant base traits, feat
2nd	1st	Powerful build, +2 Strength, psi-like ability (1/day—*stomp*), naturally psionic
3rd	2nd	—
4th	3rd	Feat
5th	4th	Ability score increase
6th	5th	—
7th	6th	Feat
8th	7th	—
9th	8th	Ability score increase
10th	9th	Feat
11th	10th	—
12th	11th	—
13th	12th	Ability score increase, feat
14th	13th	—
15th	14th	—
16th	15th	Feat
17th	16th	Ability score increase
18th	17th	—
19th	18th	Feat
20th	19th	—

Gythzerai appreciate the gifts of observation and reflection

Class Features

The following features are gained by characters who take half-giant racial levels that are integrated with a standard class.

Class Level: The Class Level column of the half-giant racial class table indicates whether a half-giant gains a standard class level at any given racial level. Some racial levels provide a standard class level, some racial levels provide a half-giant-specific ability, and some grant both. Class levels grant all the benefits normally associated with a level increase. This includes granting another Hit Die, gaining other class abilities, and advancement in base attack bonus, base saves, and ability scores.

Half-Giant Base Traits: Half-giants have the following base racial traits.

+2 Constitution, –2 Dexterity.

Giant: Half-giants are not subject to spells or effects that affect humanoids only, such as *charm person* or *dominate person*.

Medium size: Half-giants have no special bonuses or penalties due to their size.

Half-giant base land speed is 30 feet.

Low-Light Vision: A half-giant can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

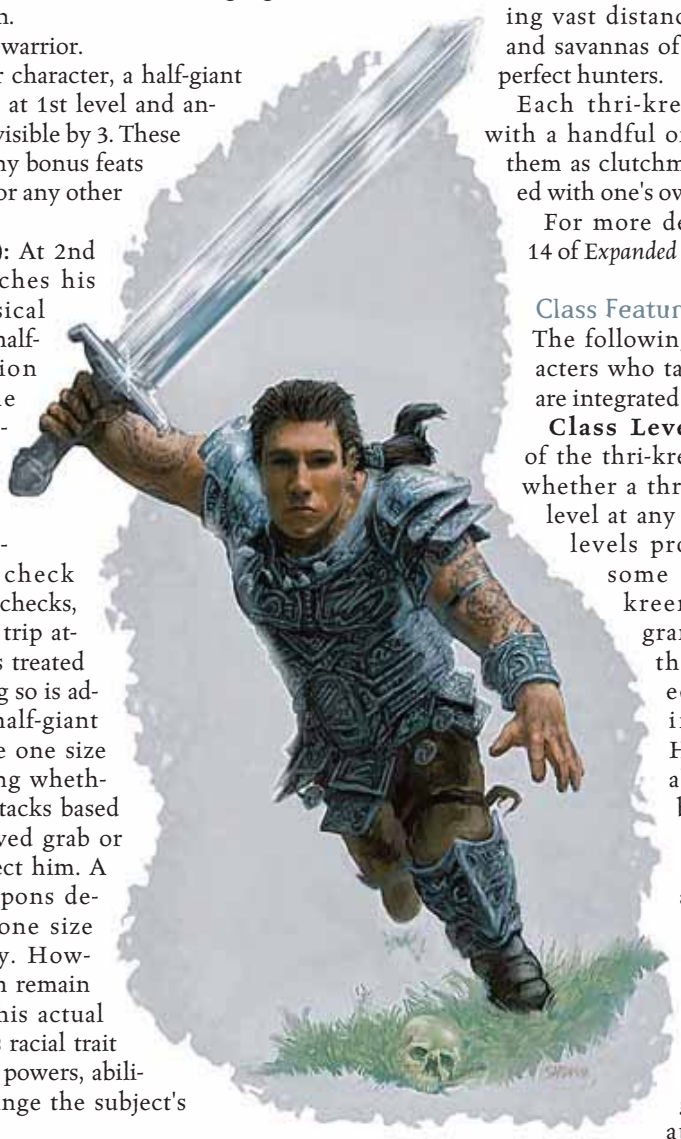
Fire Acclimated: Half-giants have a +2 racial bonus on saving throws against all fire spells and effects. Half-giants are accustomed to enduring high temperatures.

Automatic Language: Common. Bonus Languages: Draconic, Giant, Gnoll, Ignan.

Favored Class: Psychic warrior.

Feat: Like every other character, a half-giant character gains one feat at 1st level and another at every Hit Die divisible by 3. These feats are in addition to any bonus feats granted as class features or any other bonus feats.

Powerful Build (Ex): At 2nd level, a half-giant reaches his full growth. The physical stature of a fully grown half-giant lets him function in many ways as if he were one size category larger. Whenever a half-giant is subject to a size modifier or special size modifier for an opposed check (such as during grapple checks, bull rush attempts, and trip attempts), the half-giant is treated as one size larger if doing so is advantageous to him. A half-giant is also considered to be one size larger when determining whether a creature's special attacks based on size (such as improved grab or swallow whole) can affect him. A half-giant can use weapons designed for a creature one size larger without penalty. However, his space and reach remain those of a creature of his actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category.



To this half-giant, survival is a game he means to win

+2 Strength: At 2nd level, half-giant characters gain a +2 increase to their Strength ability score.

Naturally Psionic: At 2nd level, half giant characters gain 2 bonus power points. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class. Power points do allow a character to make use of psionic feats and attempt to gain psionic focus.

Stomp (Ps): At 2nd level, a half-giant gains the use of *Stomp* (EPH 133) as a psi-like ability once per day (DC 10 +1/2 HD + Cha modifier). Manifester level equal to 1/2 Hit Dice (minimum 1st).

Ability Score Increase: Upon attaining any Hit Die divisible by 4, a half-giant character increases one of his ability scores by 1 point. The player chooses which ability score to improve. The ability improvement is permanent.

THRI-KREEN RACIAL CLASS

Fierce hunters and faultless trackers, the thri-kreen are a race of insectfolk sometimes known as "mantis warriors." They are inscrutable, alien creatures; those who do not know them well believe them to be bloodthirsty monsters.

Nomadic folk who spend their brief lives roaming vast distances of the deserts, scrublands, and savannas of the south, thri-kreen are near-perfect hunters.

Each thri-kreen forms deep attachments with a handful of other individuals, regarding them as clutchmates, companions to be defended with one's own life if need be.

For more details on thri-kreen, see page 14 of *Expanded Psionics Handbook*.

Class Features

The following features are gained by characters who take thri-kreen racial levels that are integrated with a standard class.

Class Level: The Class Level column of the thri-kreen racial class table indicates whether a thri-kreen gains a standard class level at any given racial level. Some racial levels provide a standard class level, some racial levels provide a thri-kreen-specific ability, and some grant both. Class levels grant all the benefits normally associated with a level increase. This includes granting another Hit Die, gaining other class abilities, and advancement in base attack bonus, base saves, and ability scores.

Racial Hit Dice: 1st-level and 2nd-level thri-kreen do not possess class levels. Instead, they have 2d8 racial Hit Dice, gaining one at 1st level and one at 2nd level. At 1st level, the thri-kreen's first racial Hit Die grants 8 hit points, a base attack bonus of +1, and base saves of Fortitude +0, Reflex +2, and Will +2. A 1st-level thri-kreen gains a number of skill points equal to 2 + Int modifier (minimum 1). Its racial skills are Balance, Climb, Hide, Jump. Listen, and Spot.

At 2nd level, a thri-kreen gains an additional 1d8 hit points, a base attack bonus of +2, and base saves of Fortitude +0, Reflex +3, and Will +3. A 2nd-level thri-kreen gains a number of additional skill points equal to 2 + Int modifier (minimum 1) that it can spend on racial skills.

Thri-Kreen Base Traits: Thri-kreen have the following base racial traits.

+2 Strength, –2 Intelligence, +2 Wisdom, –4 Charisma.

Table 6–5: The Thri-Kreen Racial Class

Racial Level	Class Level	Special
1st	0	Racial Hit Die (1d8), thri-kreen base traits, natural armor +1, natural attacks, feat
2nd	0	Racial Hit Die (2d8), leap, natural armor +2, Deflect Arrows
3rd	1st	Naturally psionic, psi-like ability (3/day—*know direction and location*), feat
4th	1st	Poison, psi-like ability (3/day—*chameleon;* 1/day—*metaphysical claw*)
5th	2nd	Ability score increase
6th	2nd	+4 Dexterity, psi-like ability (1/day—*greater concealing amorpha*), natural armor +3
7th	3rd	—
8th	4th	Feat
9th	5th	—
10th	6th	Ability score increase
11th	7th	Feat
12th	8th	—
13th	9th	—
14th	10th	Ability score increase, feat
15th	11th	—
16th	12th	—
17th	13th	Feat
18th	14th	Ability score increase
19th	15th	—
20th	16th	Feat

Medium size: Thri-kreen have no special bonuses or penalties due to their size.

Thri-kreen base land speed is 40 feet.

Dark vision out to 60 feet.

A thri-kreen has a +4 racial bonus on Hide checks in sandy or arid settings.

Immunity to magic sleep effects.

Multiple Limbs: Thri-kreen have four arms and can take the Multiweapon Fighting and Multiattack feats (MM 304). These are not bonus feats.

Weapon Familiarity: The gythka and chatkcha (EPH 14) are martial weapons for thri-kreen.

Automatic Languages: Common, Thri-Kreen. Bonus Languages: Elven, Giant, Gnoll, Goblin, Halfling.

Favored Class: Ranger.

Natural Armor (Ex): A thri-kreen's exoskeleton is tough and resistant to blows. At 1st level, a thri-kreen has a +1 natural armor bonus. At 2nd level, a thri-kreen's natural armor bonus increases to +2. At 6th level, a thri-kreen's natural armor bonus increases to +3.

Natural Attacks (Ex): Thri-kreen can attack with four claws and a bite. The claws deal 1d4 points of damage, and the bite is a secondary attack that also deals 1d4 points of damage. A thri-kreen can attack with a weapon (or multiple weapons) at its normal attack bonus, and make either a bite or claw attack as a secondary attack. For example, a thri-kreen with the Multiweapon Fighting feat who is armed with three short swords could attack with all three swords at a –2 penalty (the normal penalty for fighting with multiple weapons while using light weapons in its off hands) and also make a bite attack at a–5 penalty.

Feat: Like every other character, a thri-kreen character gains one fear at 1st level and another at every Hit Die divisible by 3. These feats are in addition to any bonus feats granted as class features or any other bonus feats.

Deflect Arrows: At 2nd level, thri-kreen characters gain Deflect Arrows as a bonus feat.

Leap (Ex): At 2nd level, thri-kreen characters fully master their ability to excel at jumping. They gain a +30 racial bonus on Jump checks.

Naturally Psionic: At 3rd level, a thri-kreen's latent potential for psionic power suddenly reveals itself, granting the character 1 power point. This benefit does not grant him the ability to manifest powers unless he gains that ability through another source, such as levels in a psionic class. Power points do allow a character to make use of psionic feats and attempt to gain psionic focus.

Know Direction and Location (Ps): At 3rd level, a thri-kreen gains the use of *know direction and location* (EPH 114) as a psi-like ability three times per day (manifester level equal to 1/2 Hit Dice, minimum 1st).

Poison (Ex): At 4th level, thri-kreen characters learn how to muster their naturally occurring venom in a quantity sufficient to inflict one poisonous bite per day. The poison delivered by the bite has an initial damage of 1d6 Dex, but the secondary damage paralyzes victims for 2d6 minutes (DC 11 + Con modifier).

Chameleon (Ps): At 4th level, a thri-kreen gains the use of *chameleon* (EPH 82) as a psi-like ability three times per day (manifester level equal to 1/2 Hit Dice, minimum 1st).

Thri-kreen fear nothing if prize is great enough

Metaphysical Claw (Ps): At 4th level, a thri-kreen gains the use of *metaphysical claw* (EPH 118) as a psi-like ability once per day (manifester level equal to 1/2 Hit Dice, minimum 1st).

Ability Score Increase: Upon attaining any Hit Die divisible by 4, a thri-kreen character increases one of his ability scores by 1 point. The player chooses which ability score to improve. The ability improvement is permanent.

+4 Dexterity: At 6th level, thri-kreen characters gain a +4 increase to their Dexterity score.

Greater Concealing Amorpha (Ps): At 6th level, a thri-kreen gains the use of *greater concealing amorpha* as a psi-like ability once per day (manifester level equal to 1/2 Hit Dice, minimum 1st).

PSIONIC GUILDS

Erudites, psions, wilders, and other psionic characters do not spend all their time matching their minds against otherworldly creatures and extracting the riches of bygone eras from curse-guarded tombs, All adventures end, or at least pause, in whatever location or community the characters call home.

City walls do not ensure an end to threats, though. Factions go to war with one another, nemeses come calling, and events in the city can capture a psionic character's attention. In the face of urban confusion, what better bastion can a psionic character cling to than a psionic guild?

DIAMOND KNIGHTS

Psionic warriors who fight long enough eventually learn of the prestigious organization of Diamond Knights, who battle the enemies of right with the might psionics has bestowed upon them. The Diamond Knights have chapters in several areas, including realms that border upon dangerous lands, highways otherwise plagued by bandits, and other locations where their aid would be appreciated. Each chapter's guildhouse is unique, depending on what local architecture allows. Regardless of its appearance, however, each house prominently displays the symbol of the Diamond Knights alongside the guild's motto, "Fear no evil."

Philosophy: The Diamond Knights believe that their ultimate goal is to bring peace by destroying evil. They wander the land seeking the wicked, checking in at local guildhouses to learn of any trouble that needs quelling or pass warnings on to other members. Diamond Knights are particularly alert for the misuse of psionic abilities and the activity of evil psionic creatures—illithids most of all.

Guild Lore: The guild was founded centuries ago under circumstances now partially obscured by time. The Diamond Knights follow a chivalrous code, and that is good enough for the common member. Those of the upper echelons, however, have evidence that the guild actually originated with psionic beings from another world entirely, a world called Tal (or perhaps Talar, or Talaron, depending on the particular ancient text in question). On this other world, the Diamond Knights fought (and lost) a struggle known as the Mind War. The surviving knights fled Tal, and no one today knows how to find that world again.

Leadership: Each individual guildhouse receives orders from its Knight Commander. The overall organization is in turn governed by the Lord Commander, who lives in a guildhouse referred to as the "Many-Towered Keep."

Symbol: A brilliant diamond.

Size: Expansive. The Diamond Knights have several chapter houses in various locations where members can train, obtain supplies, and recover from wounds. The highest level guild member of the Diamond Knights is purported to be 18th level.

Associated Classes: Ardent, psychic warrior, soulknife.

Dues: When first joining the Diamond Knights, you must accept a minor quest from a Knight Commander. After completing the quest, you must pay monthly dues of 20 gp. Failure to pay dues on time is cause for concern, but as long as you pay the 20 gp before the next dues are expected, nothing lasting comes of it. Failure to pay dues twice in a row brings a challenge from the Knight Commander; you must fight another member to remain in the guild (and pay your missed dues as well).

General Benefits: A Diamond Knight is guaranteed a safe place to sleep and eat while in the vicinity of the guild, along with a place to practice the military arts of the mind with others of like ability. Other Diamond Knights are likely to respond positively to your questions. The initial attitude of a fellow knight is always one step closer to helpful from his normal starting attitude (see Influencing NPC Attitudes, PH 72).

Diamond Knights help their own. If you make a Diplomacy or Gather Information check while talking to a fellow knight, you gain a +2 circumstance bonus.

If you fall on desperate times, you can petition a guildhouse for aid. Doing so requires a Diplomacy check, modified by a cumulative –2 penalty for each previous call for aid you have made. These calls for aid are always answered with the loan of a psionic item (usually a weapon) that you can use for up to one week. The item's value never has a worth higher than 25% of your expected total treasure at your current level (DMG 54). If for any reason the item is not returned, you are expelled from the guild and other Diamond Knights might be sworn to capture you and bring you to justice.

FAVORED IN GUILD

You are an active and valued member of your guild.

Prerequisite: Membership in a guild.

Benefit: As an active and necessary member of your guild, select one of your guild's associated skills. As long as you remain a member of the guild, you gain a +2 competence bonus on all checks made with that skill.

As a additional fringe benefit, you also gain an ability relating to your guild's type, as described in your guild's entry. (See *Dungeon Master's Guide II* page 228 for more information.)

Normal: To receive benefits from a guild, you must pay monthly dues. You do not gain any guild fringe benefits.

Finally, all members of the Diamond Knights gain a useful contact with in the guildhouse closest to where they are based (see below).

Associated Skills: Autohypnosis, Climb, Diplomacy, Jump, Concentration, Knowledge (nobility and royalty), Knowledge (psionics), Psicraft, Sense Motive, Use Psionic Device.

Favored in Guild Feat Benefit: Your combat tactics mesh well with those of other Diamond Knights. Whenever you are adjacent to another guild member, you both gain a +1 insight bonus to Armor Class.

Sample Contact: Jal Omari, 5th-level soulknife. As a contact within the guild, Jal Omari is friendly to you. He is willing to accompany you on one (and only one) adventure of up to one day's length. If the adventure lasts longer, he leaves after one full day.

THE LODGE LUMINOUS

Worldly travelers have probably heard of the Lodge Luminous, where those able to wield the unseen power of the mind congregate. This organization builds strongholds in the hearts of various large cities using distinctly urban architecture. No lodge is constructed of anything other than stone, be it marble, basalt, or other enduring earthly bone. Each lodge is distinctive in its wide, high facade, clean and windowless. Each has a single entrance, plain but for a centered symbol of the lodge—a stylized sun tiled in obsidian.

Philosophy: Luminary philosophy has it that psionic power is derived from the Psychic Sun, a font of energy that exists in the heart of every living creature. According to the beliefs of the lodge, psionic energy is the most potent of all forces when properly schooled and allowed to flower. "With the mind's power alone, even a single person could revolutionize and change the face of the world."

Guild Lore: While most lodge members join merely to associate with others of like mind, the inner circle of the Lodge Luminous seeks to find the One Mind—the person whose psionic power flows without distortion from the Psychic Sun. Going by vague, ancient prophecies, the circle believes that when the One Mind appears and transforms into something called the God Mind, the world also will "move on" into a new phase. The luminaries do not truly know whether this new phase is good or bad; however, they feel it is best to be prepared.

Leadership: Each individual lodge house is governed by three members, collectively called a Triad. The overall organization is in turn governed by a Grand Triad who live within the largest lodge, called the Sun Lodge.

Symbol: A black sun on a white background.

Size: Expansive. The Lodge Luminous has several guildhouses in a number of large communities where members can rest and relax. The highest-level guild member of the Lodge Luminous is purported to be 18th level.

Associated Classes: Any psionic class.

Dues: When first joining the Lodge Luminous, you must pay a one-time fee of 100 gp, followed by monthly dues of 25 gp. Failure to pay dues on time is cause for concern, but as long as you pay the 25 gp before the next dues are expected, nothing lasting comes of it. Failure to pay dues twice in a row brings instant expulsion from the lodge.

General Benefits: A member of the Lodge Luminous is guaranteed a safe place to sleep and eat while in the vicinity

of a guildhouse. Other Lodge Luminous members are likely to respond positively to your questions. The initial attitude of a fellow luminary is always one step closer to helpful from his normal starting attitude (see Influencing NPC Attitudes, PH 72).

Luminaries help their own. If you make a Diplomacy or Gather Information check while talking to a fellow lodge member, you gain a +2 circumstance bonus on the check.

If you fall on desperate times, you can petition the lodge for aid. Doing so requires a Diplomacy check, modified by a cumulative –2 penalty for each previous call for aid you have made. Typically, members who request aid want a monetary loan. If you don't pay back the loan within the agreed-upon time (usually one month), you are expelled from the guild and the loan is absolved.

Finally, all members of the Lodge Luminous gain a useful contact within the lodge (see below).

Associated Skills: Autohypnosis, Concentration, Knowledge (psionics), Psicraft, Use Psionic Device.

Favored in Guild Feat Benefit: The Lodge Luminous subsidizes your monetary expenses when you create psionic items, reducing your raw material costs by 5%.

Sample Contact: Ialdabode, 5th-level psion (telepath). As a contact within the guild, Iaklabode is friendly to you. Once per month, he'll use *read thoughts* on any person or creature brought to the lodge as a favor to you at no charge.

VARIANT PSION: THE ERUDITE

An alternative to the standard psion class, the erudite is a psionic character who follows a scholarly and sell-reflective road to power, instead of a merely self-conscious path like the psion follows. An erudite's psionic powers stem from a schedule of austere study and continual practice. Those who can master the teachings of erudite lore eventually call upon an internal reservoir of psionic power.

An erudites strength lies in his array of powers. His mental abilities are the result of hard work and prolonged study. As with the psion, an erudite's aggressive powers do not freely scale like the spells of arcane and divine casters (though they can be augmented), but he enjoys supreme flexibility in accessing those powers with power points.

Unlike a psion, an erudite does not choose a discipline in which to focus; his ability to learn select discipline powers is somewhat restricted. In addition to the powers he learns for free when gaining a new level, an erudite can learn powers as he comes upon them, which means his potential variety of powers is far broader than a psion's. Additionally, an erudite can seed a crystal or gem with a fragment of his personality, creating a psicrystal as a class feature. A psicrystal has special abilities that are helpful to an erudite.

MAKING AN ERUDITE

An erudite's role is slightly larger than that of a psion, in that an erudite has access to a wider base of powers and thus is even more flexible. However, this flexibility comes at the price of limits in other areas.

Abilities: Intelligence determines the strength of an erudite's manifested powers, how hard those powers are to resist, and the size of his power point reserve. See Class Features, below.

Races: Those who choose the way of an erudite must adhere to a rigorous path of study and practice. Among the humanoid races, humans seem most apt to follow such a course. Among the savage and monstrous humanoids, erudites are rare due to the required physical study of psionic lore.

Alignment: Studious erudites tend more toward law than chaos, but they are not required to follow any particular philosophical path to use their abilities. Erudites are both good and evil in equal measure.

Hit Die: d4.

CLASS FEATURES

All the following are class features of the erudite.

Weapon and Armor Proficiency: Erudites are proficient with the club, dagger, heavy crossbow, light crossbow, quarterstaff, and shortspear. They are not proficient with any type of armor or shield. Armor does not interfere with the manifestation of powers. Armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Sleight of Hand, Swim, and Tumble.

Power Points/Day: An erudite's ability to manifest powers is limited by the power points he has available. His base daily allotment of power points is given on Table 6–6. In addition, he receives bonus power points per day if he has a high Intelligence score (see Table 2–1: Ability Modifiers and Bonus Power Points, EPH 18). His race might also provide bonus power points per day, as might certain feats and items.

Unique Powers per Day: An erudite manifests psionic powers, paying for each manifestation with an expenditure of power points. Unlike a psion, an erudite is limited to manifesting a certain number of unique psionic powers of each level per day from, the repertoire of powers he knows, according to his class level. Thus, a 1st-level erudite can manifest one unique power per day; however, the total number of powers he can manifest per day is limited only by his daily power points (that is, the erudite could manifest the unique power as many times per day as he has power points to pay for it). An erudite simply knows his powers; they are part of his repertoire. He does not need to prepare them, though he must get a good night's sleep to regain all spent power points the next day.

BEHIND THE CURTAIN: USING THE ERUDITE

A hallmark of most psionic classes is the ability to manifest a limited number of powers. The erudite breaks from this to provide an option for characters who want to have a variety of powers at their disposal. Limits are still in place—an erudite must choose whether a "utility" power is worth manifesting, when each new daily power restricts his later choices. In this way, an erudite is much more versatile at the beginning of an encounter than at the end.

An erudite does not choose a primary discipline.

Powers Discovered (Repertoire): An erudite selects powers from the same power list that psions and wilders use. An erudite begins play knowing two 1st-level powers of your choice. For each point of Intelligence bonus your character possesses, he knows one additional 1st-level power when you begin play. Each time he achieves a new level, he unlocks the knowledge of two new powers of any level or levels that he can manifest (according to his new level) from the psion/wilder power list.

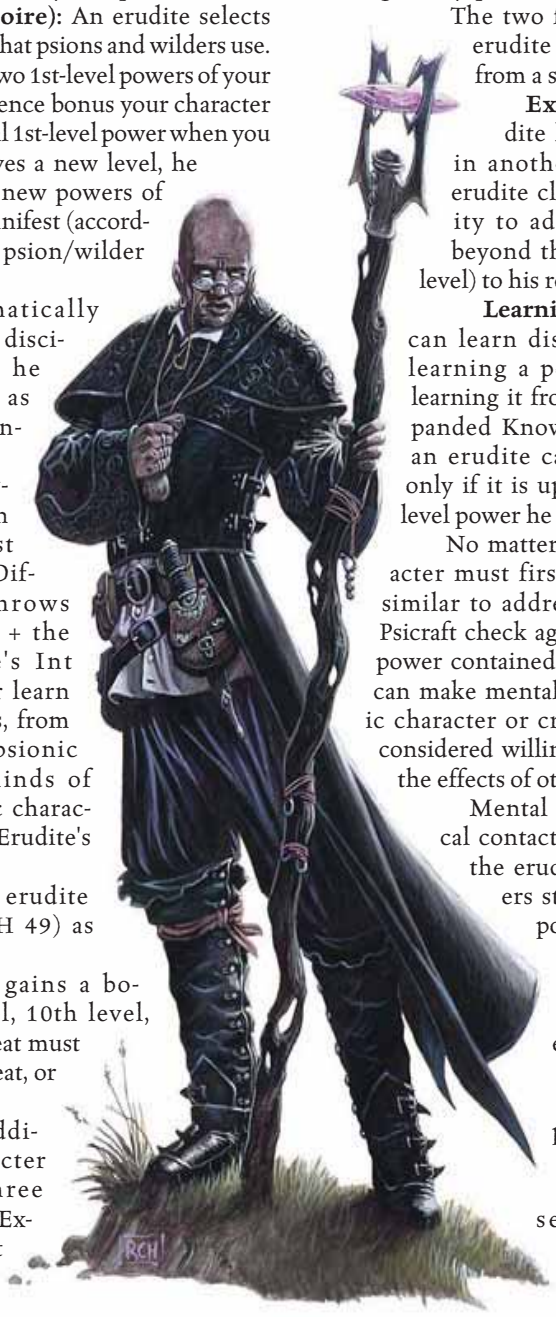
An erudite cannot automatically learn powers from any of the discipline power lists. However, he can learn such powers later, as described below under Learning Discipline Powers.

To learn or manifest a power, an erudite must have an Intelligence score of at least 10 + the power's level. The Difficulty Class for saving throws against erudite powers is 10 + the powers level + the erudite's Int modifier. An erudite can later learn new powers from power stones, from the minds of other willing psionic characters, and from the minds of unwilling unconscious psionic characters (see Adding Powers to an Erudite's Repertoire, below).

Psicrystal: At 1st level, an erudite gains Psicrystal Affinity (EPH 49) as a bonus feat.

Bonus Feats: An erudite gains a bonus feat at 1st level, 5th level, 10th level, 15th level, and 20th level. This feat must be a psionic feat, a metapsionic feat, or a psionic item creation feat.

These bonus feats are in addition to the feats that a character of any class gains every three levels (as shown on Table 3–2: Experience and Level-Dependent Benefits, PH 22). An erudite is not limited to psionic feats, metapsionic feats, and psionic item creation feats when choosing these other feats.



An erudite knows many more powers than psion

ADDING POWERS TO AN ERUDITE'S REPERTOIRE

In addition to learning new powers for gaining a level like other psionic classes, erudites can add new powers to their repertoires through several other methods.

Powers Gained at a New Level: Erudites and other psionic characters perform a certain amount of personal meditation between adventures in an attempt to unlock latent mental abilities. Each time a psionic character attains a new level, he learns additional powers according to his class schedule.

An erudite learns two powers of his choice to add to his repertoire in this fashion. These represent powers unlocked through study, practice, and the accumulation of psionic lore. The two free powers must be of levels the erudite can manifest, and they cannot be from a select discipline list.

Exception: If a character with erudite levels gains at least as many levels in another psionic class as he has in his erudite class, he permanently loses the ability to add additional powers (above and beyond the two gained at each new erudite level) to his repertoire of powers known.

Learning Discipline Powers: An erudite can learn discipline powers only by directly learning a power from another's repertoire, learning it from a power stone, or taking the Expanded Knowledge feat (EPH 46). In any case, an erudite can learn a discipline-only power only if it is up to 1 level lower than the highest level power he can manifest.

No matter what the powers source, the character must first make mental contact (a process similar to addressing a power stone, requiring a Psicraft check against a DC of 15 + the highest-level power contained in the stone or the repertoire). He can make mental contact only with a willing psionic character or creature (unconscious creatures are considered willing, but not psionic characters under the effects of other immobilizing conditions).

Mental contact requires 1 round of physical contact. Once mental contact is achieved, the erudite becomes aware of all the powers stored in the power stone or all the powers known by the target up to the highest level of power the erudite knows himself (if the powers' host fails a Will save [DC 13 + erudite's Int bonus]).

Next, the erudite must make a Psicraft check (DC 15 power's level) for each power he is trying to learn to see if he understands that power. If the selected power is not on his class list or on any of the select discipline lists, he automatically fails this check.

If the check fails, the erudite cannot understand, manifest, or learn the power. He cannot attempt to manifest or learn it again, even if he studies it from another source, until he gains another rank in Psicraft. If the power was being learned from a power stone, it does not vanish from the stone.

If the check succeeds, the erudite understands the selected power. He can attempt to manifest the power normally on his next turn, as described in *Expanded Psionics Handbook*, or he can attempt to permanently commit the power to his own repertoire.

Committing the Power to Repertoire: Once an erudite understands a new power through the procedure of contact described above, he can learn it, permanently adding it to his repertoire.

Table 6–6: The Erudite **Hit Die: d4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Power Points/ Day	Unique Powers/ Day	Maximum Power Level Known
1st	+0	+0	+0	+2	Psicrystal Affinity, bonus feat	2	1	1st
2nd	+1	+0	+0	+3	—	6	2	1st
3rd	+1	+1	+1	+3	—	11	2	2nd
4th	+2	+1	+1	+4	—	17	3	2nd
5th	+2	+1	+1	+4	Bonus feat	25	3	3rd
6th	+3	+2	+2	+5	—	35	4	3rd
7th	+3	+2	+2	+5	—	46	4	4th
8th	+4	+2	+2	+6	—	58	5	4th
9th	+4	+3	+3	+6	—	72	5	5th
10th	+5	+3	+3	+7	Bonus feat	88	6	5th
11th	+5	+3	+3	+7	—	106	6	6th
12th	+6/+1	+4	+4	+8	—	126	7	6th
13th	+6/+1	+4	+4	+8	—	147	7	7th
14th	+7/+2	+4	+4	+9	—	170	8	7th
15th	+7/+2	+5	+5	+9	Bonus feat	195	8	8th
16th	+8/+3	+5	+5	+10	—	221	9	8th
17th	+8/+3	+5	+5	+10	—	250	9	9th
18th	+9/+4	+6	+6	+11	—	280	10	9th
19th	+9/+4	+6	+6	+11	—	311	10	9th
20th	+10/+5	+6	+6	+12	Bonus feat	343	11	9th

Class Skills (2 + Int modifier per level, [ts]4 at 1st level): Concentration, Craft, Decipher Script, Gather Information, Knowledge (psionics), Knowledge (all skills, taken individually), Profession, Psicraft.

Physical Requirements: The erudite doesn't need to keep the power stone or other psionic source nearby while he fixes the candidate power in his repertoire. However, should he manifest any other power during the time requirement, he loses focus on the power to be added, forgoing the chance to learn that power until he gains at least one more rank in Psicraft.

Time: The process requires 8 hours, regardless of the power's level. During those 8 hours, the erudite must remain in meditation.

XP *Cost:* To permanently learn a new power that is not one of the powers he learns automatically when gaining a level, he must expend 20 experience points per erudite level, which are deducted from the character at the end of the meditation. At that time, the erudite permanently knows the power and it is in his repertoire just like any other power he knows. An erudite cannot expend so much XP that he would lose a level. If he doesn't have enough XP to spend on learning a power, he can't learn it until he gains more XP.

An erudite does not have to pay the costs in time or XP for the powers he gains for free at each new level. He adds them to his repertoire as part of his ongoing meditation.

Other Considerations: In most cases, psionic characters or creatures charge a fee to erudites for the privilege of learning powers from their repertoires. This fee is usually equal to the power's level x 50 gp, though many jealously guard their higher-level powers and charge much more (or deny access to them altogether). Erudites friendly to one another often trade access to equal-level powers from their repertoires at no cost.

If an erudite learns a power from a psionic character or creature, the process leaves the target's repertoire unharmed. A power learned from a power stone disappears from the stone.

Playing an Erudite

An erudite adventures to exercise his mastery over mental powers and fulfill his desire to discover new troves of psionic lore. Of course, he can also have any of the noble or ignoble motivations that other adventurers have.

Religion: Erudites sometimes worship deities revered for their intelligence and wisdom. Erudites who revere a deity do not conform to any particular choice.

Other Classes: Erudites enjoy traveling with companions with widely varying skills. They prefer to manifest their powers from a protected flank, serving either as "artillery" or as support to their team.

Combat: An erudite wins his way to victory through the swift and merciless application of psionic powers. Because of the character's limitation on the number of unique powers per day, it is important to keep in reserve at least one power that he can use for offense or defense.

Advancement: An erudite shares the psion's benefit of gaining bonus feats every five levels, beginning with 1st level. If an erudite decides early that he'd like to rely on metapsionic feats, a good complementary feat to take is Psionic Meditation (EPH 50), which allows him to become psionically focused as a move action.

Unlike a psion, an erudite is not limited by the number of powers he can know. This is an advantage that an erudite should maximize early and often, looking as hard as possible for new powers to add to his repertoire. An erudite shouldn't wait for opportunities to discover new powers to fall into his lap. Instead, he should actively seek them by making deals with other psionic characters, purchasing rare power stones and so on in pursuit of expanding the sphere of his psionic mastery.

Human Erudite Starting Package

Armor: Leather (+2 AC, armor check penalty 0, speed 30 ft., 15 lb.).

Weapons: Spear (1d6, crit ×3, 3 lb., one-handed, piercing). Light crossbow (1d8, crit 19–20/×2, 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 2 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Concentration	4	Con	—
Knowledge (psionics)	4	Int	—
Psicraft	4	Int	—
Gather Information	4	Cha	—
Sense Motive (cc)	2	Wis	—
Diplomacy (cc)	2	Cha	—
Hide (cc)	2	Dex	0
Move Silently (cc)	2	Dex	0
Search (cc)	2	Int	—
Spot (cc)	2	Wis	—

Feat: Narrow Mind.

Bonus Feat (human): Psionic Endowment.

Bonus Feat (erudite): Power Penetration.

Powers Known: *Energy arc*, primal fear*, psionic daze* (EPH 90). For each point of Intelligence bonus your character possesses, you know one additional 1st-level power.

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, and flint and steel. Ten candles, map case. Quiver with 20 bolts.

Gold: 4d6 gp.

EPIC PSIONIC CHARACTERS

The *Dungeon Master's Guide* and *Expanded Psionics Handbook* provide rules for going beyond the 20th-level limit of regular play. This section addresses some issues relevant to epic psionic characters, presenting epic progressions for the new classes in this book (ardents, divine minds, and lurks), an epic progression for the erudite psion variant, and new epic feats.

EPIC ARDENT

At epic levels, an ardent continues to gain access to new mantles, albeit at a much slower rate, representing his devotion to understanding the myriad philosophies that make up the multiverse.

Hit Die: d6.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: An epic ardent's manifester level is equal to his ardent level. An ardent's base power points do not increase after 20th level (except through the use of epic feats). Each time an ardent attains a new level, he learns one new power from an existing mantle that he can manifest.

New Mantles: An ardent continues to gain access to new mantles at higher levels, although his rate of accrual slows. He gains access to a new mantle at 21st level and every seven levels after 20th (one at 27th level, one at 34th level, and so on).

Bonus Feats: An epic ardent gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

EPIC DIVINE MIND

An epic divine mind becomes one of the foremost aspects of his deity. He is a creature charged with psychodeific energy, a divine aspect incarnate.

Hit Die: d10.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: An epic divine mind's manifester level is equal to his divine mind level minus 4. A divine mind's base power points do not increase after 20th level (except through the use of epic feats).

Psychic Aura: A divine mind's psychic aura ability continues to expand in area after 20th level. At 22nd level and every 2 levels thereafter, the radius of the psychic aura increases by 5 feet.

Mantles: A divine mind's ability to wear more than one mantle simultaneously continues to improve. At 30th level, he can don or change a single mantle as a free action. At 40th level, he can don or change two of his mantles as free actions. At 50th level, he can don or change all his mantles as free actions.

EPIC ERUDITE

The myriad powers of an epic erudite converge and crystallize in his mind, granting him unparalleled depths of psionic mastery.

Hit Die: d4.

Skill Points at Each Additional Level: 2 + Int modifier.

Powers: An epic erudite's manifester level is equal to his erudite level. An epic erudite's base power points do not increase after 20th level (except through the use of epic feats). Each time an erudite attains a new level, he learns two new powers of any level or levels that he can manifest.

Unique Powers: An epic erudite's number of unique powers per day continues to increase after 20th level, but at a reduced rate. At 25th level and every five levels thereafter, an erudite can manifest one additional unique power. Thus, a 25th-level erudite can manifest twelve unique powers per day, a 30th-level erudite can manifest thirteen unique powers per day, and soon.

Psicrystal: An epic erudite's psicrystal continues to increase in power. At ever)' odd-numbered level higher than 20th (21st, 23rd, and so on), a psicrystal's natural armor bonus and Intelligence each increase by 1. The psicrystal's power resistance is equal to an erudite's psionic class level + 5. At 21st level and again every 10 levels thereafter, a psicrystal gains the benefit of the Psicrystal Power epic feat (EPH 34) for a power of its master's choice.

Bonus Feats: An epic erudite gains a bonus feat every three levels higher than 20th (23rd, 26th, and so on).

EPIC LURK

The dangerous thrusts employed by a lurk become even more lethal, making the character a true angel of death.

Hit Die: d6.

Skill Points at Each Additional Level: 4 + Int modifier.

Powers: An epic lurk's manifester level is equal to her lurk level. A lurk's base power points and powers known do not increase after 20th level (except through the use of epic feats).

Lurk Augment: An epic lurk continues to gain additional uses of her lurk augment after 20th level. Her total number of augments each day is equal to her lurk level +3.

Focused Sneak Attack: An epic lurk continues to increase her focused sneak attack after 20th level. At 22nd level and every five levels thereafter, a lurks focused sneak attack deals an additional 1d6 points of damage (+5d6 at 22nd level, +6d6 at 27th level, and so on).

Bonus Feats: An epic lurk gains a bonus feat at 22nd level and every tour levels thereafter (26th, 30th, and so on).

EPIC FEATS

The feats below are available only to epic characters—that is, characters of at least 2lst level. The versions of the feats

printed here supersede any previously published versions by the same name.

Automatic Quicken Power [Metapsionic]

You can manifest any of your lesser powers with a moment's thought.

Prerequisites: Quicken Power, Psicraft 30 ranks, ability to manifest 9th-level powers.

Benefit: You can manifest all 1st-level powers as quickened powers without expending your psionic focus (though you must be psionically focused). The normal limit to the number of quickened powers you can manifest per round applies. Powers with a manifesting time of more than 1 round can't be quickened. You still must pay the requisite number of extra power points to manifest these quickened powers.

Special: You can gain this feat multiple times. Each time you take it, the powers of your next level can be quickened without the expenditure of your psionic focus. Thus, a psion who took this feat twice could quicken his 1st-level and 2nd-level powers with no expenditure of psionic focus. This feat doesn't decrease the manifesting time for powers that normally require a full-round action to manifest in metamagic form.

Epic Power Penetration [Psionic]

Your powers are tremendously potent, overcoming power resistance with ease.

Prerequisite: Greater Power Penetration, Power Penetration.

Benefit: You gain a +2 bonus on manifester level checks made to overcome a creature's power resistance. This bonus stacks with the bonuses from Power Penetration and Greater Power Penetration.

Epic Psionic Endowment [Psionic]

You can endow your manifestations with epic focus.

Prerequisites: Greater Psionic Endowment, Psionic Endowment, ability to manifest at least one 9th-level power.

Benefit: You can expend your psionic focus and add 1 to the save DC of a power you manifest. This bonus stacks with the bonuses from Psionic Endowment and Greater Psionic Endowment.

Improved Combat Manifestation [Psionic]

You heighten your ability to manifest powers while threatened without fear of being attacked.

Prerequisites: Combat Manifestation, Concentration 25 ranks.

Benefit: You gain a bonus equal to one-half your manifester level on Concentration checks made to manifest a power, use a psi-like ability, or achieve psionic focus while on the defensive or while you are grappling or pinned.

Improved Overchannel [Psionic]

You burn your life force without limit to strengthen your powers.

Prerequisite: Overchannel, Psicraft 25 ranks.

Benefit: While manifesting a power, you can increase your effective manifester level to a value up to twice your actual manifester level, but in doing so, you pay a price. For each level you increase your effective manifester level above your actual manifester level, you take 2d8 points of damage. For example, a 23rd-level psion could increase his effective manifester level to 30th to manifest a particular power. However, as a result of the seven-level increase, he would take 14d8 points of damage.

The effective change in manifester level increases the number of power points you can expend on a single power manifestation, as well as increasing all manifester level-dependent effects, such as range, duration, and overcoming power resistance.

Normal: Your manifester level is equal to your total levels in classes that manifest powers.

DAILY POWER POINTS FOR PSIONIC NPCS

Psionic characters manifest powers through an expenditure of their daily available power points. Their base daily allotment of power points is given on their respective class tables. In addition, they receive bonus power points per day if they have a high key ability score (see Table 2–1: Ability Modifiers and Bonus Power Points, EPH 18). They might gain additional bonus power points per day from their race, feats, or items.

While this usually works well for player characters who can refrain from burning through all their psionic power points during the first encounter of the day, the opposite is true for psionic NPCs. From a metagame perspective, what reason do they have to hold back? Their first encounter of the day is probably their last. It behooves them to use their power points as quickly as possible, which means they might dump unrealistically augmented and/or overchanneled powers onto PCs. Thus, DMs should consider adding the following variant rule when using psionic NPCs in an encounter.

Conserved NPC Power Points (Variant): For any given encounter, treat a psionic NPC as if he had only half of his total power points to use during the encounter. This makes the NPC into a more realistic opponent, who believes that he will survive the encounter and potentially need power points for a later altercation that same day. More important, it helps alleviate a somewhat unfair advantage that all monsters and NPCs have over player characters (whether they are psionic or not), but which is slightly magnified when it comes to the expenditure of power points.

ABOUT THE DESIGNERS

Christopher Lindsay is an author and staunch supporter of the RPCA, though *Complete Psionic* is his first foray into the professional design arena. He lives in Washington State with his wife. Pamela, a horde of kids, and a cat that is gracious enough to share the same living space.

Bruce Cordell's design credits include *Expanded Psionics Handbook, Magic of Eberron, Weapons of Legacy,* and *Libris Mortis.* He has written a couple of Forgotten Realms novels, and is slated to write a few more. Bruce is already hard at work on his next D&D project, but in his free hours enjoys rollerblading, reading science fiction, kickboxing, and spending time with his wife and household of affectionate pets.

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ISBN 10: 0-7869-3911-7
ISBN 13: 978-0-7869-3911-4
52995
EAN
9 780786 939114
Sug. Retail: U.S. $29.95 CAN $42.00
953677200
Printed in the U.S.A.